**Matt Peterson**

Game Developer

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| mpeterson.business@gmail.com | **https://mpeterson.dev/** | Redmond, WA |

# **Employment**

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| **Design Department – Course Material Development**  DigiPen Institute of Technology - Redmond, WA  *“Tools research and development for use by students and faculty. Creation of documentation and technical consulting to aid in curriculum development.”* | Summer Semester 2024 |
| **Design Department – Teaching Assistant**  DigiPen Institute of Technology - Redmond, WA  *“Assisting design department faculty with evaluations and offering students auxiliary support in course material and design principles.”* | | August 2022 – August 2024 |

# **Education**

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| **Bachelor of Arts in Game Design**  DigiPen Institute of Technology - Redmond, WA  • Dean’s List GPA 3.81 (Magna Cum Laude) | **Associate of Arts in Graphic Design** Platt College – San Diego  • Cumulative GPA 3.16 |

# **Skills**

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| **Game Development:**   * + 2D and 3D workflows   + Unity, Unreal, Godot, GMS2   + C#, Python, Visual Scripting | **Web Development:**   * + HTML/CSS   + Javascript   + React & Node.JS | **Art and Design:**   * + Blender, Maya, CAD   + Substance Suite   + Shader Graphs |

# **Development Projects**

**Backend/Frontend Web Development** 2022

HMM Health – Healthcare Assistance Program (Startup)

- Map system for regional healthcare lookup (backend/frontend)

**Technical Designer** & **Gameplay Programmer** Fall 2021/Spring 2022

Shattered Soul – 2D Platformer (DigiPen Team Project)

* Character Controller Programming, Gameplay & Systems Design/Implementation

**Lead Programmer** & **Gameplay Design** Summer 2022

Olive Adventure – 2D Top Down Shooter (Pixel Game Jam 2022, 3rd Place)

* Producer, Gameplay Programmer, Art & Animation Implementation

**Lead Programmer** & **Gameplay Design** Summer 2022

Draculad – 2D Platformer (MiniJam #118, 9th Place)

* Producer, Gameplay Programmer, Art & Animation Implementation

**Lead Programmer** & **Gameplay Design** Fall 2023

Draculad – 2D Platformer (MiniJam #118, 9th Place)

* Producer, Gameplay Programmer, Art & Animation Implementation