Shaun S. Mataire

Project Manager / Programmer / Designer

Project Choice:

My first choice project is **Fat-Cats** and my second choice is **Racer.** I am interested in working on the two games because of their use of statistical models in the progression of game play. I am most interested in working on Fat-Cats because of its potential to be a very enjoyable, entertaining and fun game. The game's storyline sets it apart from the rest of the games listed.

Applicable Skills:

- Programming: Javascript
- Design: Photoshop and
- Project Management: Agile Methodologies

Learning Goals:

By working on the above listed projects, I hope to develop a better understanding and appreciation of statistical models and their use in *real world* applications. I also hope to improve my soft skills. By the time we get the game(s) in production, I hope to have considerably improved my communication, creativity and leadership skills.