

Matthew Christian

Game Programmer | Software Engineer

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Summary

Focused, passionate independent game programmer with experience shipping mobile titles. Proficient in traditional programming methods and implementing game play mechanics. Thrives on creating great technology for great games.

Skills

Programming Languages

- C#
- Java

Engines

- Unity3D
- Unreal Engine 3

Art

- Adobe Photoshop
- Blender
- Minddesk Qubicle

Management

- Agile Methodology
- Scrum
- Waterfall Methodology

Other

- Microsoft Office
- SQL Server
- Sourcetree
- TortoiseSVN
- HTML/CSS

Experience

Lead Programmer / Owner, Subject Matter Games

(April 2014 – Current; Plover, WI.)

- Shipped titles Super Wall Crash (iOS/Android) and Don't Be Dinner (Windows) developed using Unity 3D
- Wrote flexible systems-based code in C# to implement player movement, combat, procedural generation, artificial intelligence, user interfaces, and other game mechanics
- Created art assets using Adobe Photoshop, Blender, Minddesk Qubicle, and hand drawn methods
- Self-promoted games and presented public demos at local conventions and meetups

Software Engineer, Sentry Insurance

(Oct 2010 – Current; Stevens Point, WI.)

- Launched two large-scale web-based policy administration replacement systems
- Developed features/support for all fifty states in both systems using Java and Guidewire Gosu languages
- Supported system off-hours as part of an on-call production support team
- Performed technical lead role duties including peer code reviews, providing constructive feedback, and driving engineer standards

Programmer Analyst I, Sentry Insurance

(May 2009 – Oct 2010; Stevens Point, WI.)

- Designed and developed technical integrations and user interfaces using Java and Guidewire Gosu languages
- Utilized Scrum and Agile project management methodologies for daily reporting and planning

Achievements

- University of Wisconsin – Stout Chancellor's List (2007)
- Outstanding Graduate Award in Northcentral Technical College's Information Technology –Programmer/ Analyst program (2006)
- Association of Information Technology Professionals Student Individual Performance Award (2005-2006)

Education

Bachelor of Science, Applied Mathematics and Computer Science: Software Development

University of Wisconsin – Stout (September 2006 – May 2009; Menomonie, WI.)

Associate Degree in Information Technology – Programmer/ Analyst

Northcentral Technical College (2004 – 2006; Wausau, WI.)

References available upon request