

Matthew Christian

1200 River View Ave Apt 95, Stevens Point, WI. 54481

<http://www.insidegamer.org>

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Objective

Experienced traditional developer seeking game development related programming position at a quality company focused on creating exceptional games in an expressive team atmosphere.

Education

- University of Wisconsin - Stout (Menomonie, WI.) **September 2006 - May 2009**
 - ❖ Bachelor's Degree in Applied Mathematics and Computer Science: Software Development
- Northcentral Technical College (Wausau, WI.) **2004 - 2006**
 - ❖ Associate's Degree in Information Technology – Programmer/ Analyst

Achievements

- Listed on the 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)

Experience

- Sentry Insurance (Stevens Point, WI.)
 - ❖ **Programmer Analyst II** **Oct 2010 – Current**
 - ✓ Promoted to Programmer Analyst II after consistently meeting monthly deadlines
 - ✓ Assumed Technical Lead role on the TITAN project to provide technical direction and review code
 - ❖ **Programmer Analyst I** **May 2009 – Oct 2010**
 - ✓ Developed and designed code in an agile workspace with an emphasis on object oriented techniques as part of a large-scale system upgrade
 - ✓ Assumed Technical Lead role on the SPARTA 2.2 project to provide technical direction and peer review code

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Experience (cont'd)

- **Team Cipher** (Stevens Point, WI.) **Aug 2013 – Current**
 - ❖ Designed a first-person puzzle adventure game featuring fully 3D environments, interactive puzzles, and an unfolding plot advancing at the player's pace
 - ❖ Utilized Unity 3D engine to implement design elements
 - ❖ Created basic 3D animated models using Blender for use within the Unity engine
- **Gamasutra.com** (Online) **Sept 2010 – Aug 2011**
 - ❖ Authored several articles on programming as an 'Expert Blogger' with subjects including game design, object oriented development, and design patterns
 - ❖ Featured blogger (featured on home page) several weeks and selected as a highlighted author
- **RhinoXNA** (Stevens Point, WI.) **Sept 2010 – Oct 2010**
 - ❖ Solely designed and developed an open-source game development library to simplify game development with Microsoft XNA Game Studio
- **University of Wisconsin - Stout** (Menomonie, WI.) **2007 - 2008**
 - ❖ Authored tutorials on developing games in XNA using C# for the 'Games in Education' grant
 - ❖ Articles released online and praised by programmers worldwide for ease of use and understanding

Skills

- **Programming Languages**
 - ❖ C++, Java, C#, Visual Basic
- **Game Tools/Engines**
 - ❖ Unreal Engine 3, Unity, The Elder Scrolls Construction Set, id Tech 4
- **Microsoft Office**
 - ❖ Word, Excel, Access, PowerPoint, Visio
- **Web**
 - ❖ HTML, Perl, PHP, ASP, ASP .Net, ColdFusion

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Project Samples

The following is a sampling of screenshots from personal projects developed.

Visit <http://www.insidegamer.org> for more examples, video demos, and more information.

