

Matthew Christian

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Portfolio: <http://www.insidegamer.org>

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.)

Experience

Creative Director/ CEO, Subject Matter Games (April 2014 – Current; Plover, WI.)

- Designed gameplay and developed code using Unity to create titles including Super Wall Crash and Don't Be Dinner
- Created art assets using Blender, Adobe Photoshop, and Minddesk Qubicle
- Coordinated with contract artists and actors to develop art and voice performances

Software Engineer, Sentry Insurance (Oct 2010 – Current; Stevens Point, WI.)

- Developed system integration code in Java and Gosu across large-scale legacy system replacement projects
- Held technical lead role that included reviewing peer code, running developer strategy meetings, and coordinating developer standards

Programmer Analyst I, Sentry Insurance (May 2009 – Oct 2010; Stevens Point, WI.)

- Designed and developed Java and Gosu code as part of a large-scale system upgrade
- Utilized Scrum and Agile project management methodologies for daily reporting and future 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)

Skills

Programming Languages: C#, Java, Visual Basic

Game Engines: Unity3D, Unreal Engine 3, Elder Scrolls Construction Set (Oblivion)

Art Software: Adobe Photoshop, Blender, Minddesk Qubicle

References available upon request