MATTHEW R. SMITH

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To secure a full-time position as a game developer.

EXPERIENCE

MAY 2016 – MAY 2018
GAMEPLAY PROGRAMMER, MICHIGAN STATE UNIVERSITY

- Designed/Implemented educational and user-friendly gameplay in mobile games.
- Optimized games for mobile using techniques involving sprite sheets, mesh combining, and preloading assets.
- Communicated with clients to achieve their needs within short time frames.

SKILLS

Languages
- Proficient in C#, C++
- Experience in Java, PHP, CSS, SQL

Software
- Expert in Unity
- Experience in 3DS Max, Maya, Photoshop
- Proficient in Word, PowerPoint, Excel

EDUCATION

MAY 2018
BS, COMPUTER SCIENCE, MICHIGAN STATE UNIVERSITY
GPA 3.29 – College of Engineering, 2015 *Top Student in Class and Major* Award

MAY 2018
MINOR, GAME DESIGN AND DEVELOPMENT, MICHIGAN STATE UNIVERSITY
2016-2017 *MSU Game of the Year* Award / 2016-2017 *MSU People's Choice* Award

COURSES

CSE 498
Developed VR training simulation for client Dow Chemical

MI 498
Developed 'Spell Swipe' mobile game with client Volition

MI 497, MSU Game of the Year / MSU People's Choice
Developed 'Bunny Skate' mobile game

MI 455, 3rd Place Capital City Film Festival
Developed 'Going Postal' PC game