

Matt Peterson

Game Designer, Developer

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<https://mpeterson.dev/>

Redmond, WA

Employment

Design Department – Course Material Development

Summer Semester 2024

DigiPen Institute of Technology - Redmond, WA

"Tools research and development for use by students and faculty (including the Unreal Editor for Fortnite, 3D Game Kit for Unity, and others). Creation of technical documentation, FAQs, How-to's, and providing technical advice and consulting to aid in curriculum development for multiple courses."

Design Department – Teaching Assistant

DigiPen Institute of Technology - Redmond, WA

August 2022 – August 2024

"Assisting design department faculty with evaluations and offering students auxiliary support in course material and design principles."

Education

Bachelor of Arts in Game Design

Graduated Fall 2023

DigiPen Institute of Technology - Redmond, WA

Cumulative GPA 3.81

- Dean's List Fall 2020 – Fall 2023 (Magna Cum Laude)

Associate of Arts in Graphic Design

Graduated March 2020

Platt College – San Diego

Cumulative GPA 3.16

Skills

- **Game Development:**

- 2D and 3D workflows
- Unity, Unreal, Godot, GMS2
- C#, Python, Visual Scripting
- Multi-Specialization

- **Digital Media:**

- Photoshop
- InDesign
- Illustrator
- After Effects
- Premiere

- **Web Development:**

- HTML/CSS
- Javascript
- React & Node.JS workflow
- Frontend & Backend

- **Art and Design:**

- Blender, Maya, CAD
- Substance Suite
- Shader Graphs
- 2D/3D Asset Creation
- Print Media / Design

Software Development Projects

Backend/Frontend Web Development

2022

HMM Health – Healthcare Assistance Program (Startup)

- Map system for regional healthcare lookup (backend/frontend)

Game Development Projects

Technical Designer & Character Design

Spring 2021

Omega Gladius – 2D Action/Adventure (DigiPen Team Project)

- Lead programmer, gameplay, character, and UX design.

Technical Designer & Gameplay Design

Fall 2021/Spring 2022

Shattered Soul – 2D Platformer (DigiPen Team Project)

- Lead programmer, gameplay and systems design, analytics, research implementations.

Lead Programmer & Gameplay Design

Summer 2022

Olive Adventure – 2D Top Down Shooter (Pixel Game Jam 2022, 3rd Place)

- Lead programmer, gameplay, technical and systems design

Lead Programmer & Gameplay Design

Summer 2022

Draculad – 2D Platformer (MiniJam #118, 9th Place)

- Lead programmer, gameplay, technical and systems design

Quality Director & Gameplay Design

Fall 2022

CuBlight – 3D Roguelike (DigiPen Team Project)

- Technical documentation, user experience design, gameplay designer

Solo Game Development (Capstone)

Fall 2023

Castle Climber REDUX – 2.5D Platformer (DigiPen Solo Project)

- Full-stack game development

Programmer & Asset Implementation

Spring 2024

Big Time Crimepark – 2D Isometric Point-and-Click (Global Game Jam 2024)

- Character controller programming, art & animation implementation