

# MATTHEW B. GUIDO

## Game Developer

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### PROFILE

- Graduated from DigiPen with a B.S. in Computer Science & Game Design
- Experienced with Unity, Unreal, Visual Studio, Maya, Photoshop
- 4 years of C/C++/C# experience
- Very experienced with and extremely passionate about VR/AR

### TECHNICAL

**Game engines:** Unreal, Unity

**Programming:** C, C++

**Scripting:** UE4 Blueprints, C#, Lua

**Web Development:** HTML, CSS, PHP, SQL

**3D Modeling & Animation:** Maya, Blender

**Adobe CS:** Photoshop, Illustrator, After Effects, Premiere

**Audio Development:** FMOD, Wwise

**Tools:** JIRA, Trello, Slack, Git, Perforce

### SHIPPED TITLES

<b>Mixer Mini Golf</b> ( <a href="http://mixer.com/minigolf">mixer.com/minigolf</a> )	<b>Program Manager / Technical Designer</b>	<b>4/2018 – 7/2018</b>
<i>Multiplayer golf game built for Mixer</i>		
<ul style="list-style-type: none"><li>• Designed and built initial prototype for the game in Unity</li><li>• Returned to project after launch to add content and handle task tracking for developers</li></ul>		
<b>Lunch War!</b>	<b>Programmer / Co-Designer</b>	<b>6/2012 – 7/2013</b>
<i>2D Action/Arcade iOS game</i>		
<ul style="list-style-type: none"><li>• Programmed all aspects of the game using the Stencyl game engine</li><li>• Released on iOS for \$0.99, then free since 2015 (2,500+ downloads to date)</li></ul>		

### STUDENT GAME PROJECTS

<b>How May I Haunt You?</b>	<b>Producer / Designer</b>	<b>8/2016 – 4/2018</b>
<i>Light-hearted VR adventure game, in Unreal Engine 4</i>		
<ul style="list-style-type: none"><li>• Showcased at PAX West 2017</li><li>• Produced a team of 2 programmers, 3 designers, 3 artists, 1 sound developer, and 1 sound designer</li><li>• Designed and implemented all in-game UI (title screens, pause menu, etc.)</li><li>• Designed all mechanics/controls along with two other designers</li></ul>		
<b>Fusion Force: How to Ruin an Alien Wedding</b>	<b>Producer / Gameplay Programmer</b>	<b>9/2015 – 7/2016</b>
<i>2D action/arcade game, in C++ and Lua</i>		
<ul style="list-style-type: none"><li>• Showcased at PAX West 2016</li><li>• Produced a team of 4 programmers, 1 designer, 3 artists and 1 sound designer to create a 2D game</li><li>• Scripted the character controller, and built AI homing and formation for non-controlled player-ships</li><li>• Integrated FMOD Studio audio middleware into a custom game engine via C++</li></ul>		

### EMPLOYMENT

<b>Microsoft, Redmond WA</b>	<b>PM – Gaming Growth Team</b>	<b>1/2018 – 7/2018</b>
<ul style="list-style-type: none"><li>• Prototyped various projects with a focus on growing MAU across the Gaming org</li><li>• Worked as a technical designer on Mixer Mini Golf, a small Mixer-powered game</li></ul>		
<b>Microsoft, Redmond WA</b>	<b>PM Intern – Cloud and Enterprise</b>	<b>5/2017 – 7/2017</b>
<ul style="list-style-type: none"><li>• Analyzed large amounts of data to be used for a gamification system</li><li>• Designed gamification system for AppSource and implemented it in website form</li></ul>		

### EDUCATION

<b>DigiPen Institute of Technology</b>	<b>BS, Computer Science &amp; Game Design</b>	<b>December 2017</b>
<b>Mercer County Community College</b>	<b>AAS, Game Design</b>	<b>May 2014</b>