

MATTHEW B. GUIDO

Gameplay Programmer

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PROFILE

- Graduated from DigiPen with a B.S. in Computer Science & Game Design
- Excels in technical roles that involve some design skills
- Enjoys collaborating with people of various backgrounds (Artists, Sound Designers, etc.)
- Experienced with Unreal and Unity, as well as custom engines
- 4 years of C/C++/C# experience

TECHNICAL

Game engines: Unreal, Unity, Custom-built

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: Visual Studio, JIRA, Trello, Slack, Git, Perforce

COMMERCIAL TITLES

The Haunted Graveyard **Gameplay Programmer** **8/2018 – Present**

Light-horror VR experience built in Unreal 4

- Implemented and co-designed player locomotion system
- Designed and implemented tutorial sequence
- Identified sources of performance problems and bugs, remedied them

Mixer Mini Golf (mixer.com/minigolf) **Program Manager / Technical Designer** **4/2018 – 7/2018**

Multiplayer golf game built for Mixer

- Designed and built initial prototype for the game in Unity
- Returned to project after launch to add content and handle task tracking for developers

STUDENT GAME PROJECTS

How May I Haunt You? **Producer / Technical Designer** **8/2016 – 4/2018**

Light-hearted VR adventure game, in Unreal Engine 4

- Designed and implemented entire tutorial/intro level
- Implemented all animation functionality (state machines, blending, etc.)
- Designed and implemented all in-game UI (title screens, pause menu, etc.)
- Designed all mechanics/controls along with two other designers

Fusion Force: How to Ruin an Alien Wedding **Producer / Gameplay Programmer** **9/2015 – 7/2016**

2D action/arcade game, in C++ and Lua

- Scripted the character controller, and built AI homing and formation for non-controlled player-ships
- Integrated FMOD Studio audio middleware into a custom game engine via C++

EMPLOYMENT

HoloSpark, Bellevue WA **VR Gameplay Programmer (Contract)** **8/2018 – Present**

- Brought on during last phase of development on VR project to help ship
- Implemented player locomotion system and provided design input to fine tune it

Microsoft, Redmond WA **PM – Gaming Growth Team** **1/2018 – 7/2018**

- Prototyped various projects with a focus on growing MAU across the Gaming org
- Worked as a technical designer on Mixer Mini Golf, a small Mixer-powered game

EDUCATION

DigiPen Institute of Technology **BS, Computer Science & Game Design** **December 2017**

Mercer County Community College **AAS, Game Design** **May 2014**