

MATTHEW B. GUIDO

Game Producer

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OBJECTIVE Production summer internship.

PROFILE

- Junior in B.S. in Computer Science & Game Design at DigiPen Institute of Technology
- Head Producer for all game teams in my cohort, as well as leading my own team
- Have worked on 15 student games: 8 video games, 7 board games
- One commercially shipped title on iOS, *Lunch War!*
- Comfortable, strong, organized producer
- Experienced with Unity, Unreal, Maya, Blender, Photoshop
- 3.5 years of C/C++/C#/Lua
- Product-focused, excellence-driven
- Passionate about technology and future-facing products
- Listens well, works well with people of all types and levels
- Friendly, serious, hard worker, good with deadlines

TECHNICAL

Game engines: Unity, Unreal, Stencyl, GameMaker

Programming: C, C++

Scripting: C#, Lua

Web Development: HTML, CSS, PHP

3D Modeling & Animation: Maya, Blender

Adobe CS: Photoshop, Illustrator, After Effects, Premiere

Audio Development: FMOD

Production: Trello, Producteev, Slack

SHIPPED TITLES

Lunch War!

Programmer / Co-Designer

6/2012 – 7/2013

2D Action/Arcade iOS game (team of 2)

- Programmed all aspects of the game using the Stencyl game engine
- Released on iOS for \$0.99, then free since 2015
- 500+ downloads to date

STUDENT GAME PROJECTS

Fusion Force: How to Ruin an Alien Wedding (DigiPen)

Producer / Gameplay Programmer

9/2015 – 8/2016

Humorous 2D action/arcade game, in C++ and Lua (team of 9)

- Showcased at PAX West 2016
- Produced a team of 4 programmers, 1 designer, 3 artists and 1 sound designer to create the game
- Scripted core gameplay in a custom engine, using Lua
- Wrote the character controller, for player to control and switch between multiple player-ships
- Built simple AI homing and formation for non-controlled player-ships
- Integrated FMOD Studio audio middleware into a custom game engine via C++

I Need A Doctor! (Mercer County Comm. College)

Technical Lead / Programmer

1/2014 – 5/2014

Humorous 3D action/rogue-like, in C#/Unity (team of 10)

- Technical Lead, managing 3 programmers including myself
- Provided technical direction for procedural level generation, lighting, gameplay logic, UI
- Wrote the entire character controller using C#

EMPLOYMENT

DigiPen Institute of Technology, Redmond WA

Head Producer

9/15 – Present

- Led weekly Producer Meetings for 30 sophomore game producers
- Co-created monthly Milestone Presentation Schedules for 70 game teams
- Made Resource Directory of students with engine, graphics, physics, design, and audio expertise

Purdue Pharma L.P., Cranbury NJ

IT Intern

Summers '13, '14

- Sole intern in a 7-person in-house IT department for a pharmaceutical research company
- Provided Help Desk support, set up computers, took inventory, ran cable in laboratories
- Was hired back for second summer, based on good performance

EDUCATION

DigiPen Institute of Technology

BS, Computer Science & Game Design

2018

Mercer County Community College

AAS, Game Design

2014