

# MATTHEW B. GUIDO

## Game Developer

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**OBJECTIVE** Full time position in either game programming, design, or production.

### PROFILE

- Senior in B.S. in Computer Science & Game Design at DigiPen Institute of Technology
- Was Head Producer for all game teams in my Sophomore and Junior years, in addition to producing my own team
- Have worked on about 20 games (board and video), including one commercially shipped title on iOS
- Experienced with Unity, Unreal, Visual Studio, Maya, Photoshop
- 3.5 years of C/C++/C#/Lua
- Very experienced with and extremely passionate about VR
- Listens well, works well with people of all types and levels
- Friendly, serious, hard worker, good with deadlines

### 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

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

### 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 (1000+ downloads to date)

### STUDENT GAME PROJECTS

**How May I Haunt You?** Producer / Designer 8/2016 – present

*Light-hearted VR adventure game, in Unreal Engine 4 (team of 10)*

- Selected by DigiPen to be showcased at PAX West 2017, and submitted to IndieCade & PAX10
- Produced a team of 2 programmers, 3 designers, 3 artists, 1 sound developer, and 1 sound designer to create a VR game
- Designed all mechanics/controls along with two other designers
- First Oculus Rift + Touch game made at DigiPen

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

*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 a 2D 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++

### EMPLOYMENT

**Microsoft, Redmond WA** PM Intern – Cloud and Enterprise 5/2017 - present

- Analyzed large amounts of data to be used for a gamification system
- Designed gamification system for AppSource and implemented it in website form
- Learned query languages and gained experience with various internal Microsoft tools

**DigiPen Institute of Technology, Redmond WA** Head Producer 9/2015 – 4/2017

- Led weekly Producer Meetings for all sophomore and junior 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

### EDUCATION

**DigiPen Institute of Technology**

**BS, Computer Science & Game Design**

**December 2017**

**Mercer County Community College**

**AAS, Game Design**

**May 2014**