Matthew Chapman
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Game Design Portfolio: http://chapmangames.weebly.com/

CAREER SUMMARY

Unity developer for 3 years, with 5 years training and experience in C++/C# and software development for PC and iOS.

PROFESSIONAL SKILLS

- Proficient in Unity and .NET Framework, Clickteam Fusion, and exporting in Xcode 6 and iOS8
- Experienced in level design, creative writing (short stories, novels, character dialogue, storyboarding), game music composition, sound engineering, quality testing, and professional version control systems (Git, SVN, Unity Asset Server)
- Experienced in C++, C#, Objective-C, Java, Python, Lua, HTML5, and LISP/ACT-R
- Experienced in agile, iterative, and scrum project management

SHIPPED GAME TITLES

- Monstermatic (iOS/Unity): http://www.monstermaticapp.com/
- Scorequest (iOS/Clickteam Fusion): https://itunes.apple.com/us/app/scorequest/id885659123?ls=1&mt=8
- Zephyr (Android/Unity): https://play.google.com/store/apps/details?id=com.Aurify_Mobile.Zephyr
- Blockscramble (PC/Unity): http://blockscramble.weebly.com/

EMPLOYMENT HISTORY

Software Engineer, *Mico Studio*   July-October 2014
- Led development of Monstermatic, an iOS game to design and 3D print customized monsters
- Maintained and expanded a Unity project and C# script codebase, and server-side automation of models to 3D print via PHP, MEL, and Python; integrated GameAnalytics, Chartboost, and AppsFlyer SDKs to improve user metric tracking
- Developed new features including dynamic backgrounds, load/save monsters, and automatic price conversion to any currency
- Pushed currency and pricing features to Google Tag Manager macros, enabling easy editing without pushing new builds

Writer/Designer, *Lost Manuscript*   January-May 2014
- Worked on research team at Rensselaer Polytechnic Institute, led by game designer Lee Sheldon
- Wrote four scripts and decision trees for VR simulation to interactively teach Mandarin Chinese

Quality Control, *G7 Research*   May 2012-September 2013
- Wrote and executed test scripts for web and mobile versions of an educational quiz game called JogNog
- Cut testing procedures to half their original length while making the scripts more inclusive and straightforward
- Developed a successful web-based HTML5 prototype for UI and quiz functionality

CREATIVE PROJECTS

Level Designer, *Sonic Robo Blast 2*   July 2008-Present
- Created a level, Pipe Towers Zone, which was incorporated by the developers into the official v2.1 level set
- Designed a large, multi-level adventure called Tortured Planet which set a community record for 37 original-content levels
- Won 5 SRB2 Official Level Design Contests, including 2 Circuit and Capture the Flag division wins, and 1 Match division win

Creative Writing   August 2012-Present
- Published a novel called *The Paradox Maker*
- Wrote numerous short stories both inside and outside class projects

LEADERSHIP ACTIVITIES

Officer (Event Associate), *RPI Game Development Club*   January-May 2013
- Organized events to showcase games developed by club members
- Built simple video games from scratch within an eight-hour period in Game Jams

EDUCATION

Rensselaer Polytechnic Institute   Troy, NY
Bachelor of Science in Games and Simulation Arts and Sciences   May 2014
Cognitive Science Concentration, Economics Minor
Cumulative GPA: 3.7/4.0
Honors Included: Magna Cum Laude