

# Matthew Vroman

## Game Designer

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## work

### Technical Designer

**F84 Games**, Los Angeles, CA - June 2012 to Present

Designing and developing games for clients such as Disney, Warner Bros., and Mattel.

Working with each part of the team to ensure the technical parameters of projects are met.

Interfacing with clients to provide technical insights into the publishing and deployment of games.

### Adjunct Professor

**Bradley University**, Los Angeles, CA - January 2017 to Present

Teaching a Hollywood Semester workshop class for upper level students majoring in Game Design.

Focusing on guiding the students through the process of game creation from start to finish.

### Design Intern

**F84 Games**, Los Angeles, CA - January 2012 to May 2012

Wrote documentation and game pitches for a variety of projects.

Provided additional support via programming, animating, designing, and game testing.

## games

### Stan Lee's Hero Command

**Technical Designer**, Mobile Game

Wrote initial game design documentation.

Worked with lead programmer & animator to create an extensive and easy to modify combat system.

Implemented responsive front-end user interface.

Designed and implemented 100+ missions across 3 hero campaigns.

### Survival Run

**Technical Designer**, Mobile Game

Ported game to Android & Windows Phone.

Designed multiple content updates to keep the game fresh.

Implemented 'Skillz', an asynchronous multiplayer platform for competing against other players.

### Misc. Client Work

**Technical Designer**, Web & Mobile Games

Created 80+ HTML5 games that run on common web browsers across PC, Mac, iOS, and Android.

Worked in Haxe with one additional programmer to create a proprietary engine built on top of Pixi.js.

Worked on designs for each game to match clients expectations.

Implemented graphics, animations, and sounds for user interface and gameplay.

## skills

### Software:

Unity3d, Unreal, Maya, Blender, Adobe Creative Suite

### Languages:

Objective-C, C++, C#, Python, Javascript, Java, Actionscript, Haxe

### General:

Game Design, Game Production, User Testing, Public Speaking

## education

**Bradley University** - Fall 2008 to May 2012

Bachelor of Science in **Interactive Media** - Game Design

Minor in Computer Science