

Matthew Vroman

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objective

To obtain an internship or entry-level position within the AAA industry as a **Game Designer**

work

Design Intern

F84 Games, North Hollywood, CA– January 2012 to May 2012

Writing documentation and game pitches. Balancing enemies and power-ups. Laying out quest paths and levels. Testing and filing bug reports. Scripting in C# and AS3. Localizing game builds. Animating cutscenes and characters in Flash & Unity3d.

Development Intern

The Iona Group, Morton IL – May 2011 to December 2011

Developed and produced mobile applications and programs for clients.

Worked in small teams with fast deadlines. Coded in Objective-C, C++, and AS3.

Tutor

Bradley University, Peoria IL– January 2011 to May 2011

Tutored students in the basics of the Python programming language.

games

Beatmakerz – **Developer** – Flash Web Game - Client Work

Developed a rhythm-based minigame for Toy State in Flash. Used AS3 and XML.

Worked with a small team of 1 creative director, 2 developers, and 1 artist.

Flyy – **Designer & Developer** – Mobile Game - Independent Work

Worked as a one-man team inside Unity3d to design, develop, and publish an obstacle avoidance game over the course of a week. Coded in Javascript and released onto the iOS App Store and Android Marketplace.

Pumpkin Grand Prix – **Designer & Developer** – Mac & PC Game - School Work

Created a single-player arcade cart racing using Unity3d. Game logic coded in Javascript and shaders coded in C#. Created design document, test plans, and post mortem reports.

RGBlaster – **Designer & Developer** – iPad Game – School Work

Designed and developed an arcade color-matching game. Worked on a team of 4 to design the game and create materials documenting the process. Created a simple game engine using Open Frameworks. Written in C++ with Game Center integration added in Objective-C.

skills

Software: maya, unity3d, blender, flash, illustrator, photoshop, after effects

Languages: objective-c, c++, c#, python, javascript, java, actionscript

Frameworks: open frameworks, cinder, cocos2d, box2d, chipmunk, titanium

Other: scrum, task management software, user testing, design documents, git, svn

education

Bradley University – Fall 2008 to May 2012 – 3.73 / 4.0 GPA

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

Minor in Computer Science and Business Management

awards

Flyy: 1st Place, iBradley 2011, Interactive Category

Pumpkin Grand Prix: 3rd Place, iBradley 2011, Interactive Category