

# Matt Peterson

Game Designer, Developer

<https://www.mpeterson.dev/>

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Redmond, WA

Innovative, analytical, and creative developer specializing in UX design and user research / psychology. Tech-minded, enjoys programming and both back and front-end development across multiple platforms and mediums. Well-rounded set of skills and abilities, perfectly suited to any kind of development environment.

## Education

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### Bachelor of Arts in Game Design

DigiPen Institute of Technology - Redmond, WA

- Dean's List Fall 2020 – Fall 2023 (Magna Cum Laude)

Graduated Fall 2023

Cumulative GPA 3.81

### Associate of Arts in Graphic Design

Platt College – San Diego

Graduated March 2020

Cumulative GPA 3.16

### Bachelor of Arts in Game Art and Design

Art Institute of California-Argosy University (Closed) – San Diego, CA

Attended until March 2019

### General Education in Digital Marketing and Psychology

Santiago Canyon College - Orange, CA

Attended until April 2018

## Skills

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- **Game Development:**

- 2D and 3D Workflows
- Unity, Unreal, Godot, GMS2
- C#, Visual Scripting, GML
- Multi-Specialization

- **Digital Media:**

- Photoshop
- InDesign
- Illustrator
- After Effects
- Premiere

- **Web Development:**

- HTML/CSS
- Javascript
- React & Node.JS Workflow
- Frontend & Backend

- **Art and Design:**

- Blender, Maya, CAD
- Substance Suite
- Shader Graphs
- 2D/3D Asset Creation
- Print Media / Design

## Software Development Projects

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### Backend/Frontend Web Development

2022

HMM Health – Healthcare Assistance Program (Startup)

- Map system for regional healthcare lookup (backend/frontend)

## Game Development Projects

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### Technical Designer & Character Design

Spring 2021

Omega Gladius – 2D Action/Adventure (DigiPen Team Project)

- Lead programmer, gameplay, character, and UX design.

### Technical Designer & Gameplay Design

Fall 2021/Spring 2022

Shattered Soul – 2D Platformer (DigiPen Team Project)

- Lead programmer, gameplay and systems design, analytics, research implementations.

### Lead Programmer & Gameplay Design

Summer 2022

Olive Adventure – 2D Top Down Shooter (Pixel Game Jam 2022, 3<sup>rd</sup> Place)

- Lead programmer, gameplay, technical and systems design

### Lead Programmer & Gameplay Design

Summer 2022

Draculad – 2D Platformer (MiniJam #118, 9<sup>th</sup> Place)

- Lead programmer, gameplay, technical and systems design

### Quality Director & Gameplay Design

Fall 2022

CuBlight – 3D Roguelike (DigiPen Team Project)

- Technical documentation, user experience design, gameplay designer

### Solo Development Project

Fall 2023

Castle Climber REDUX – 2.5D Platformer (DigiPen Solo Project)

- Full-stack game development; art, programming, etc.

### Programmer & Asset Implementation

Spring 2024

Big Time Crimepark – 2D Isometric Point-and-Click (Global Game Jam 2024)

- Character controller programming, art & animation implementation