

## Mathew Diaz

[madiaz581@gmail.com](mailto:madiaz581@gmail.com) ❖ (203) 278-6598 ❖ New Haven, CT ❖ [Portfolio](#) ❖ [Github](#)

### EDUCATION

---

#### Quinnipiac University

BA, Game Design & Development, Programming Specialization

May 2022

Hamden, CT

### WORK EXPERIENCE

---

#### Hobson & Motzer

Oct. 2022 – Jan. 2025

Quality Control Inspector

Durham, CT

- Collaborated with engineers and operators, applying meticulous attention to detail, ensuring precision and safety in high-stakes environments.

#### Independent Developer

Jan. 2022 – Present

Game Designer & Developer

New Haven,

CT(Remote)

- Led a small team in the full development cycle of an independent game using Unity Engine, from concept to deployment.
- Facilitated regular team meetings to review project progress, resolve issues, and ensure alignment with development goals.
- Managed project version control and organization through GitHub, ensuring seamless collaboration and code integrity.
- Delivered constructive feedback and technical support to team members at all stages of development, enhancing overall productivity.
- Mastered various aspects of game development by taking on diverse roles, contributing to a well-rounded skill set.

#### AcceleratED Learning

May. 2021 – June. 2022

Game Programmer

New Haven,

CT(Remote)

- Designed and developed educational games tailored for students in grades K-5, enhancing learning through interactive gameplay.
- Crafted interactive user interfaces using Unity UI and deployed experiences via WebGL for accessible online learning.
- Engineered key gameplay features and mechanics in C#, ensuring smooth and engaging player experiences.
- Maintained clean, well-documented code, facilitating efficient collaboration and iteration among developers.

### PROJECTS

---

- **Project Action Party:** Developed a local multiplayer game in Unity. Won "Best Gameplay" at the Quinnipiac University Showcase and was featured at ConnectiCon 2021. Focused on level design and gameplay balancing for player enjoyment.
- **CORE:** Collaborated on a puzzle game, programming core mechanics and designing modular assets for intuitive level creation.
- **VR Heist:** Prototyped a VR driving game in Unity, optimizing gameplay for limited space while ensuring diverse interactivity.

### SKILLS & INTERESTS

---

- **Languages:** C#, Javascript, Blueprints, SQL
- **Software Proficiency:** Unity, Shadergraph, Unreal, Blender, Maya, Github, Trello, Microsoft Office
- **Versatility:** Level Design, Digital Art & Design, Sound Engineering, Quality Assurance, Easy new software acclimation
- **Interests:** Video Games, Baking, Exercise, Guitar, Piano, Fishing, Kayaking, Traveling