

# Mathew Diaz

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## EDUCATION

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### Quinnipiac University

BA, Game Design & Development, Programming Specialization

May 2022

Hamden, CT

## WORK EXPERIENCE

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### 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

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- 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

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- 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