

Mathew Diaz

madiaz581@gmail.com • [Portfolio](https://madiaz581.wixsite.com/portfolio): madiaz581.wixsite.com/portfolio

SUMMARY

Dedicated and creative game designer/developer with 4 years of javascript, and C# knowledge. I've worked with multiple teams for multiple projects over the years to develop games. I'm highly capable of doing hard work and can adapt to any challenges thrown at me.

EDUCATION

Quinnipiac University, College of Arts and Sciences, Hamden, CT Expected Spring 2021
Bachelors of Art Degree, Major in Game Design and Development, Programming Track
Awards: Dean's List Fall 2018, Spring 2019, Fall 2019 Semesters

EXPERIENCE/PROJECTS

VR Heist, Quinnipiac University, Hamden, CT Winter 2020

Project Manager, Programmer, Composer, Sound Designer

- Worked with an artist to develop a driving simulator in Virtual Reality.
- Programmed the game to function with multiple different VR Headsets.
- Worked on Sounds Design and Composed music and integrated FMOD to create adaptive sounds.

Cube Game, Quinnipiac University, Hamden, CT Winter 2020

Project Manager, Programmer, Environmental Artist

- Managed a team of 4 to design and develop an interactive puzzle game.
- Programmed multiple aspects of the game including the core mechanic of the cube spinning.
- Created multiple models for the environment that could be modular and seamlessly connect to each other.

Global Game Jam, Quinnipiac University, Hamden, CT January 2020

3D Co-op Puzzle Cave Adventure - Level Designer

- Designed and Developed a game within 72 hours
- Worked well with a team in a high stress situation
- Performed multiple jobs/roles to meet the tight deadline such as level design, 3D modeling, and programming.

QUINNIPIAC ACTIVITIES

Game Developer Club February 2020-Present

Member

- Participate in Monthly game design challenges with fellow developers.
- The club built a community which shared resources and provided help when needed.
- Speakers/Alumni come to talk about their experience and provide connections and networking.

SKILLS

Unity/C#, Unreal/Blueprints, Blender, Asesprite, FL Studios, FMOD, Github, Trello, Microsoft Office

INTERESTS

Gaming, Programming, Digital Art, Game Design and Development, Sound Design, Music Composition, Skiing, Swimming