

Matthew J. DiMatteo

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Objective

To obtain an entry design position in the game development industry, drawing on my background in design, writing, and music to create interactive worlds that others can explore.

Education

Second Year Student, Master's of Entertainment Technology – Carnegie Mellon University, May 2012
Bachelor of Arts in Interactive Multimedia – The College of New Jersey, May 2010 (Magna cum laude)

Skills

Game level design, playtesting coordination and analysis, game music composition and sound design, strong creative, technical, and analytical writing ability, project management and cooperative skills, proficiency with Logic Express, Pro Tools, Adobe Audition, Audacity, Reaper, Processing, xCode, Game Maker, Alice, Adobe Premiere, Final Cut Pro, Adobe Photoshop, Adobe Dreamweaver, Microsoft Office.

Work

Level Designer, Sound Designer – *seAker* (Entertainment Technology Center, Fall 2011)

Designed game levels, produced game music and sound effects, and maintained the project's promotional Web site as part of a three-person team to design and develop a physics-based exploration game on the iPad.

Intern Sound Designer – The Alice Project (Carnegie Mellon University, Summer 2011)

Composed four 1:00 – 2:00 musical tracks and created 400 sound effects to be used as stock media for Alice, a program developed by Carnegie Mellon University to teach programming principles to high-school students.

Game Designer, Composer – *Aero's Quest* (Entertainment Technology Center, Spring 2011)

Led the overall game design and level design, compiled a design document, and composed game music as part of a six-person team working to develop an adventure game for the Android aimed at utilizing child exercise data for client Bodymedia, Inc. in Pittsburgh, PA.

***Immersive Gameplay in Mixed-Reality Environments* (The College of New Jersey, Spring 2010)**

Used Processing to create an immersive sailing experience controlled by the orientation of player's head in physical space as part of a two-person team for an undergraduate capstone project.

Intern, Children's Technology Review (Flemington, NJ, Summer 2009)

Tested new game releases and contributed to writing reviews for a local publication in Flemington, NJ.

Counselor, Camptech (Martinsville, NJ, Summer 2005)

Assisted camp director in managing daily activities and teaching game design and graphical editing skills to school-age children.