

Matthew J. DiMatteo

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(908) 797-3386

Objective

To obtain an engaging design position in the game development industry, drawing on strong team and project leadership skills in an academic setting that leverages a comprehensive background in design, writing, and music to create interactive worlds for others to explore.

Education

Master 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

Creative team leader with strong technical and analytical ability and cooperative skills:

- Game level design, playtesting, game music composition and sound design
- Project management, coordination and analysis, technical writing
- 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

Lead Experience Designer – *kindworks* (Entertainment Technology Center, Spring 2012)

Designed the game mechanics and Web features for a mixed-reality experience geared towards encouraging generosity in correspondence with the Linden Foundation of Quakertown, PA. Managed project goals and organized tasks and schedule on a development team of six.

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 one to two-minute musical tracks and created approximately 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 and level design 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. Held requirements gathering meetings with client, drafted a design document, pitched design prototype, and composed game music.

***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)

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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.