

Matthew Shaffer

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Objective	To attain a position as a professional game development programmer where skills can be put to use and developed in a real world environment.
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Education	Chapman University • Orange, CA • Bachelor of Science: <i>Computer Science</i> • 3.91 GPA • Honors Graduate • Summa Cum Laude
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Development Experience	<p><u>2012 Microsoft Imagine Cup Finalist</u></p> <ul style="list-style-type: none">• Fall finalist in the <i>Windows Phone Game Design</i>• Design and Programming Team<ul style="list-style-type: none">◦ Worked on initial design concept and planning, worked on additional supplemental feature design as necessary during development, programmed AI logic, User Interface, gameplay logic, settings, etc. and additional supplemental code as necessary, reviewed and assess quality of API and documentation and rewrote them as necessary, reviewed and made suggestions on team members work, conformed to Agile development methods◦ Developed Level Editor and did additional level design work to finalize game after initial contest• www.imaginecup.us <p><u>Black Death – Development team</u></p> <ul style="list-style-type: none">• Sole programmer for Digital Arts student’s Senior Project<ul style="list-style-type: none">◦ Small original game developed in UDK from scratch◦ Responsible for all programming on project (Weapons, AI, pawns, Animation, camera, input, etc.), assessed viability and feasibility of proposed concepts and accepted, rejected, or modified ideas as necessary to complete assignments on time, conformed to Agile development methods• http://brigandstudios.com/ <p><u>Additional Projects</u></p> <ul style="list-style-type: none">• Various other projects available online at MatthewCShaffer.com
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Skills	<p><u>Known Programming Languages:</u></p> <ul style="list-style-type: none">• C, C++, C#, Java, Unrealscript, some Python, some ActionScript 3, some assembly <p><u>Development environments:</u></p> <ul style="list-style-type: none">• Visual Studio, IDLE, UDK, Flash, XNA <p><u>Software Knowledge:</u></p> <ul style="list-style-type: none">• Windows OS, Linux OS, Microsoft office, some Photoshop
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Job Experience	<p><u>Tutor and Science Reader – Chapman University (Spring 2010 – Fall 2012)</u></p> <ul style="list-style-type: none">• Worked in the Tutoring, Learning, and Testing Center as official Tutor for Chapman University for Computer Science 1 and 2, scheduled appointments, meet with supervisor in meetings, kept confidential records,• Worked on behalf of Computer Science professors as <i>Science Reader</i>, graded student assignments, kept confidential records, and reported back results to professors.
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Awards/Honors	<p><u>Chapman University</u></p> <ul style="list-style-type: none">• <i>Chancellor’s List</i> – 2008 to 2012• Computer Science Program Honors• Outstanding Senior Award for Computer Science
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Clubs	<p><u>PantherGames – Charter member 2011 to 2012</u></p> <ul style="list-style-type: none">• Club founded to promote and expand game development education at Chapman University• Worked with founder/advisor on initial directions of club and participated in production of multiple games for club <p><u>Association for Computing Machinery – Chapman Chapter, 2008 to 2012</u></p> <p><u>Representative - Associated Students House of Representatives, 2010</u></p> <p><u>MortarBoard Senior Honor Society, 2010-2012</u></p>
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