

matthewmason7@outlook.com

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## Skills

C#

C++

AI

VR

Unity

Agile

Scrum

Github

Algorithms

Debugging

Unreal Engine

Data Structures

Microsoft Visual Studio

Object Oriented Programming

## Links

- [matthew-mason-1610791a4](https://github.com/Flood77)
- <https://github.com/Flood77>
- <https://masondevporfolio.com>

# Matthew Mason

## Experience

**Draft Battle – React Developer** 06/2022 – 08/2022

### Neumont Collaborative Project

- Implemented new website functionality with React and JavaScript
- Worked with team to accomplish project objectives in technical areas to facilitate smooth, customer-focused usage

**Thanksgiving Point - Unity Game Developer** 03/2022 – 06/2022

### Neumont Collaborative Project

- Accomplished project objectives in technical and design areas to facilitate smooth, customer-focused gameplay
- Worked with team on producing an educational VR game
- Implemented optimized and bug-free code in C#

**Moog Inc - Software Development Extern** 01/2022 - 03/2022

### Neumont Collaborative Project

- Engineered cross-platform software and exported system performance data
- Implemented optimization in software processes
- Tested software to alleviate bugs and troubleshoot issues prior to going live

## Projects

**The Abyss – Developer** 10/2021 – 12/2021

### Neumont Senior Capstone Project

- Created a Third Person Parkour game using Unreal Engine 4 and C++
- Designed and Implemented a Third Person Parkour System and map

**Hit Potential – Developer** 08/2022 – Current

- Created a Top-Down Hitman esque single player game
- Developing 2D NavMesh based AI & many player systems including disguises and a variety of weapons

## Education

September 2022

**Bachelor of Science in Software and Game Development**

Neumont College of Computer Science, Salt Lake City, UT