

Matthew Bozarth

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Positions Desired:

Engine Programmer

Gameplay Programmer

Other Programming

Technical Skills:

Programming Languages:	C++, C#, Ruby, Lua, Java, Scheme
Graphical Libraries:	DirectX 10, OpenGL, XNA Game Studio
Development Software:	Visual Studio IDE, Eclipse IDE, Subversion, 3ds Max
Web Technologies:	HTML, CSS, XML, Ruby on Rails, PHP, MySQL
Operating Systems:	Windows XP/Vista/Win7, Linux
Expertise:	Game engine, render pipeline, scripting integration

Industry Experience:

Junior Engineer

Nov 09 - Apr 10

Papaya Studios

Ben10: Ultimate Alien

Cars: Mater's Memories

Implemented new engine features improved content pipeline, and added gameplay features for designers as well as working on and fixing complex systems already in place. Development was done in C++ for the following platforms: PC, Xbox 360, Playstation 3, and Wii.

Junior Engineer

Jun 09-Aug 09

Technicolor Interactive Services/THQ

Darksiders

Worked with 3ds Max animation files and the client's proprietary game engine to ensure compatibility between them for in-game cinematics for the game Darksiders which came out for Xbox 360 and Playstation 3 in January 2010.

Master's Related Projects:

Tank Frenzy

2008-2009

RIT Capstone Project

Tank Frenzy is a cooperative tank combat game that allows one to four people to explore an open world and complete objectives.

As the final game project for my two-year master's program, this game showcases the abilities of our team. It integrates an open world, multiplayer, cooperative game design utilizing sophisticated AI, a deferred renderer, multi-threading, and an integrated scripting system; all as part of our custom built engine.

My contributions:

- Architected the rendering pipeline
- Designed a scene management system to accommodate animation, collisions, and batching
- Implementing a deferred renderer to support dynamic lighting
- Integrating Lua with C++ to provide an interactive, in-game console

Prior to the final development phase: design, gameplay prototyping, treatment document write-up, green-light pitching, technical documentation, personal research proposals, art bible, and development scheduling.

Education:

Master of Science in Game Design & Development

May 2009

Rochester Institute of Technology

Rochester, NY

Bachelor of Science in Computer Science

May 2007

Rose-Hulman Institute of Technology

Terre Haute, IN