

# Matthew Bozarth

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## Technical Skills:

Programming Languages:	C++, C#, XAML, Python, Ruby, Lua, Java
Graphical Libraries:	DirectX 10, OpenGL, XNA Game Studio
Development Software:	Visual Studio IDE, TFS, vi, Eclipse IDE, Subversion
Operating Systems:	Windows XP/Vista/Win7/Win8, Linux
Consoles:	Xbox 360, Playstation 3, Wii
Expertise:	UI, game engine, render pipeline, scripting integration

## Industry Experience:

### Software Design Engineer 2 - Contract

October 2012 - October 2013

Microsoft Game Studios

#### Project Spark

Worked with designers and artists to design and implement UI screens. Much of my focus was on creating a generic gallery system which was used as a foundation to build a prop gallery, material gallery, and dressing room. The work involved constant iteration with design as well as closely working with UI artists to put their vision into the game as well as refactoring and rebuilding old deprecated screens. Tools used include: C++, Expression Blend, WPF, and XAML.

### Onboarding Engineer

Mar 2011 - Sep 2012

Gaikai, A Sony Computer Entertainment Company

Prepared custom and retail game builds for streaming to the web over our cloud network. Utilized shell and Python scripts to streamline game launches, create accounts, bypass launchers, specify and lock down settings, accommodate DRM, and support cloud storage. Contributed to in-house tools using Python, shell, and HTML.

### 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.

## Master's Degree:

### 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