

Matthew Stone

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Education

Carnegie Mellon University, ETC
Masters of Entertainment Technology

Pittsburgh, Pennsylvania
August 2016-May 2018

University of Michigan Ann Arbor
BSE Computer Engineering

Ann Arbor, Michigan
September 2013-April 2016

Selected Work Experience

Carnegie Mellon, Pittsburgh, PA

August 2017-December 2017

- Worked as a teaching assistant for Jessica Hammer's Twitch Game Design course
- Helped with teaching students Unity and addressing technical problems

343 Industries, Seattle, WA

Summer 2017

- Worked as a programming intern for 6 weeks and a game design intern for 6 weeks
- Implemented 2 features/tools for designers to be able to iterate faster and find the fun
- Scripted, massed out, and iterated on 30 minutes of gameplay
- Dealt with AAA engines, coding tools for compilers, scripting, and level design

University of Michigan, Ann Arbor, MI

September 2015-May 2016

- Taught game design principles and Unity engine to upper level EECS students
- Assisted Jeremy Bond with teaching EECS 494 Game Design and Development
- Aided over 150 students across 2 semesters and 4 classes

Projects

Kaiju

January 2017-May 2017

- iOS app about destroying buildings as Kaiju and hatching Kaiju eggs
- Produced for a 6-person team during a 16-week semester
- Explored location based entertainment for Legendary Entertainment
- Developed a web server for sharing game images on Facebook

Building Virtual Worlds

August 2016-December 2016

- Worked on several 5-person teams on projects averaging 2 weeks
- Dealt with new technology and development environments such as Vive and Oculus
- Worked primarily as a sound designer, game designer, and producer
- Helped with programming and modeling on several of the projects

Clubs and Organizations

Wolverine Soft

September 2013-April 2016

- Game design and development club at the University of Michigan
- Junior officer for the 2014 academic year and president for the 2015 academic year
- Helped organize and run 8 game jams and participated in 3 game jams

Skills

Programming languages: C, C++, C#, Swift, Objective C, Python, Assembly

Applications: Unity, Maya, Excel, Xcode, Visual Studio, Adobe Premier