

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

343 Industries, Seattle, WA

Summer 2017, January 2018-Current

- Working on Halo Infinite as a gameplay/systems designer on campaign
- Working with character, sandbox, and narrative to understand campaign needs
- Implementing character, sandbox, and narrative systems into gameplay
- Developing backend scripting and minute to minute combat experiences
- Working with and pushing established frameworks to meet design needs
- Tasked with creating early proof of concept as well as final, shipping content

Carnegie Mellon, Pittsburgh, PA

September 2017-December 2017

- Worked as a teaching assistant for Jessica Hammer's Twitch Game Design course
- Charged with helping students with the technical side of making twitch games
- Dealt with connecting to twitch, processing messages, and talking to chat
- Helped with teaching students Unity and addressing technical problems

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
- Balanced client, team, and faculty goals to improve the project
- Created and maintained long term plans with client and team
- Explored location-based entertainment for Legendary Entertainment

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