

# Matt Craver

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## Overview

My goal is to earn a position as a game developer. My time at DigiPen has improved my skills as a programmer and a designer, as well as given me the experience of working with other students to complete game projects in an environment much like that of professional developers.

## Education

### DigiPen Institute of Technology, Redmond, WA

Bachelor of Science in Real-Time Interactive Simulation (Computer Science)

## Skills

**Languages:** C/C++ (4 years), C# (2 years), XNA (2 years)

**Development Tools:** Visual Studio .NET 2005, XNA Game Studio Express, SVN

**Techniques:** Component game architecture, object factories, state machines, path finding, player modeling, ray tracing, scan-line rendering algorithms, reliable UDP for a small game

**Art:** 3D modeling in 3DS Max, 2D textures and other art in Paint.net and Photoshop

**Music:** FL Studio

**Level Editors:** Valve's Hammer editor

**Soft Skills:** Writing design documents, managing focus test sessions, experience in agile development (SCRUM), presenting game design pitches

## Awards

2007 IGF Student Showcase Finalist (Gelatin Joe)

## Game Projects

**Feed The Beast** Unique 3D action game, senior game project

- Game Designer on a team of five programmers
- Implemented component-based game architecture in C#
- Designed in-game level creation tool using C# Windows Forms that allowed for the creation and manipulation of game objects
- Created all gameplay, game logic and content
- Skinned and animated main character and enemies

**Aphelion** 3D space combat game, junior game project

- Game Designer on a team of four programmers
- Designed and implemented game logic and content, player controls, UI
- Crafted a robust 3D particle engine
- Created numerous game modes using in-game scripting language
- Created 3D textured models and other art
- Composed seven songs for background music

**Gelatin Joe** 2D puzzle platformer, sophomore game project, **IGF Student Showcase Finalist**

- Game/Level Designer on a team of two programmers
- Implemented 2D physics and collision detection
- Created 2D particle engine and effects
- Designed and implemented logic for game objects and puzzle widgets
- Created background and character art