

MATTHEW FASMAN — GAME DEVELOPER

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Skills

Tools: Unreal 4, Unity, Microsoft Visual Studio, Microsoft Excel, Git

Languages: JavaScript, C#, C++

Work Experience

Employer: The Video Call Center

Role: Software Development Intern

Location: Rockland, NY

Duration: Feb 2017 – Ongoing

The work so far has mostly used JavaScript, jQuery, HTML5, CSS3, Less, PHP and Adobe Photoshop for both web design and web development. In the future I will also be working on desktop applications dealing with networked devices for the purpose of creating Video-Caller Television.

Employer: MAGIC Center @ RIT

Role: Production Manager

Project: Lost & Found

Location: Rochester, NY

Duration: Oct 2015 – Dec 2016

Responsible for handling team coordination, as well as relations with printers and publishers, for a tabletop game. The project is funded by a grant from the National Endowment for the Humanities and was featured at a conference celebrating their 50th Anniversary.

Employer: Children Among Giants

Role: Game Developer

Project: Whisper of a Lullaby

Location: Rochester, NY

Duration: Summer 2016

Designed and developed a third-person adventure game in Unreal 4 called *Whisper of a Lullaby*. Responsibilities included gameplay programming, UI and menu implementation, save system implementation, and more.

Projects

Fragile Equilibrium

Designed and developed a 3D-rendered web-based side-scrolling shooter

- Designed and implemented the overall system for enemies
- Designed and implemented behaviors for 21 different enemies
- Developed the system for loading background assets
- Miscellaneous bug fixing and other minor tweaking and additions

Bullet Heck!

Designed and developed a small 2D shooter game using Canvas and JavaScript

- Created the game state system, and accompanying menu and UI systems
- Implemented enemy AI
- Implemented player movement and attack patterns

Into the Dark

Designed a one-vs-many board game where one player is a poltergeist and the rest are human exorcists. The game was submitted to the Hasbro Gaming Labs spring 2016 competition, and will also be submitted to the ThunderGryph Survival Game Design Contest and IndieCade 2017.

Education

Rochester Institute of Technology

B.S. in Game Design & Development – Minor in Psychology

GPA: 3.66/4.00

Dean's List Recipient & Honors Student

Relevant Courses:

- Game Development and Algorithmic Problem Solving I & II
- Game Design and Development I & II
- Data Structures and Algorithms I & II
- Rich Media Web App Development
- Independent Study in Game Balance