

Chase Mattson // Programmer



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Skills

Languages: C, C++, C#

IDEs: Visual Studio, Unity, Unreal

Tools: SVN, Git, Perforce,

GCC/G++, Dr. Memory/Valgrind

Education

BS in Computer Science & Game Design

DigiPen Institute of Technology

September 2016 - July 2020

Academic Projects

Programmer/Designer

January 2021 - Present

Solo Game Project

- ◆ Planned and implemented game mechanics and systems to further grow my game development skillset.

Programmer

January 2020 - April 2020

Algorithm Analysis Projects

- ◆ Analyzed a variety of common algorithms to identify their elements and replicate them.
- ◆ Optimized my algorithms to reduce run time and improve performance.

Lead Level Designer/Systems Designer

September 2018 - December 2019

20XX MAXX - 3D Multiplayer Car Battler

- ◆ Prototyped and tested spaces that were fun to traverse and created interesting counter play.
- ◆ Facilitated playtests of game mechanics and levels to attain valuable feedback from players.
- ◆ Iterated using player feedback to work towards a more refined level space.

Programmer

September 2017 - March 2018

C.C.P. - 2D Puzzle/Platformer

- ◆ Developed complex particle emitter architecture for generating a variety of unique particles.
- ◆ Implemented gamepad support for use with the Xbox family of controllers.
- ◆ Integrated low-level FMOD to interpret, edit, and play sounds at run-time.
- ◆ Showcased at PAX West 2018 at the DigiPen booth.

Professional Experience

Senior Game Advisor/Assistant Store Leader

June 2021 - Present

GameStop

- ◆ Creatively problem solved guest needs to give them a more wholistic and complete solution.
- ◆ Networked and provided aid to a variety of teams in the area who needed more shift coverage.

DigiPen Studio Game Team Mentor

September 2018 - May 2019

GAM200 - Team Game Projects

- ◆ Oversaw the development of a TA supervised game team of about 5 people.
- ◆ Provided game design insight and technical support for engine implementation.