

CHASE MATTSON

GAME DEVELOPER

EDUCATION

2016 – 2020

DigiPen Institute of Technology
BACHELOR OF SCIENCE IN COMPUTER
SCIENCE & GAME DESIGN

CONTACT ME

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ABOUT ME

I am a passionate video game designer, player, and collector. I try to improve myself personally and professionally daily. A few of my strong suits are persistence, inquisitiveness, and attention to detail. I'd love to join your team and help create something special.

FOCUSES



Level Design

Gameplay Programming



UI/UX Design



KNOWLEDGE PROFICIENCY

C++	4 Years
C#	5 Years
Unity Engine	4 Years
Unreal Engine	1 Year
Version Control	5 Years

WORK EXPERIENCE

DIRECT SUPPORT PROFESSIONAL

Ambitions of Washington | 2022- 2026

In this role I assisted adults with intellectual disabilities to perform everyday tasks that may be difficult for them. My experience in this position has provided me insight into the accessibility component of game development.

TACTICAL AFFAIRS INTERNSHIP

Tactical Affairs | 2025

In this role I was the sole developer on a game project using proprietary hardware. I developed multiple concepts and built one from scratch in Unity. I refined and expanded the concept over the summer, conducting playtests and adjusting accordingly.

STUDENT GAME PROJECTS

DigiPen Institute of Technology | 2017- 2019

I worked on these projects in a variety of roles from implementing low level FMOD support, gamepad functionality, and a particle emitter all in a our custom engine, to designing levels, playtesting, and set-dressing. I also showcased Cut. Copy. Paste. at PAX 2018.

PROFESSIONAL SKILLS



Quality Focused



Teamwork Minded



Precision Oriented



Adaptable



Problem-Solver