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Matthew DeLucas

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Website	www.mattdelucas.com
Purpose	My objective is to secure a position aiding in the development of video and/or online games.
Education	Art Institute of Pittsburgh, Pittsburgh, PA Major: Game Art & Design, BS Graduation: September '08 GPA: 3.8
Proficiencies	Development Environments & Engines: Unity3D, GameMaker, XNA, Flash, Oculus Rift Programming Languages: C#, Javascript, GML, ActionScript 2.0 & 3.0
Experience	<p>Owner November 2014 to Present – Mattrified Games, Pittsburgh, PA</p> <p>Game Engineer November 2008 to Present – Schell Games, Pittsburgh, PA Tasks: Programming, Scripting, Prototype Development</p> <p>Teaching Assistant September 2009 to December 2009 & April 2008 to Sept 2008 – Art Institute of Pittsburgh Classes: Interactive Game Prototyping and Advanced Game Prototyping</p> <p>Freelance October 2008 to November 2008 – Mechanimal, Pittsburgh, PA Tasks: Flash Development, Web Design</p> <p>Game Creation Intern September 2008 to October 2008 – WildPockets, Pittsburgh, PA Tasks: 3D Modeling, Texturing, Testing, Scripting</p> <p>Freelance March 2007 to April 2007 – Bossa Nova Robotics, Pittsburgh, PA Tasks: Scripting, Flash Development, 3D Animation, Storyboarding</p>
Published Work	<p>Battle High 2 A+ -- Xbox One, December 2015 Role: Project lead Tasks: Xbox One integration http://store.xbox.com/en-US/Xbox-One/Games/Battle-High-2-A/807d4389-cf3f-4d43-93ca-45f841e0f9b2</p> <p>Orion Trail – PC Game on Steam, October 2015 Role: Lead programmer Tasks: Steam integration, UI and gameplay scripting, design tool development http://store.steampowered.com/app/381260/</p> <p>GumTriX – Mobile Unity Game, Winter 2014 Role: Project lead Tasks: Gameplay scripting, design tool development, Unity Ads integration https://itunes.apple.com/us/app/gumtrix-free-stretchy-candy/id949574985?mt=8</p>

Battle High 2 – OUYA, Winter 2014; Xbox LIVE Indie Game and PC, Winter 2013

Role: Programming, production

Tasks: Porting to Unity3D, character gameplay design, production

<http://www.battlehigh2.com/>

GameMaker Game Programming with GML, Book for Packt, Published Spring 2014

Role: Author

<http://www.packtpub.com/gamemaker-game-programming-gml/book>

Inklings: Underground, Mobile Unity Educational Game for Amplify, Winter 2014

Role: Gameplay engineer

Tasks: Prototyping, design and art tool development, scripting

<http://www.amplify.com/assets/pdf/ELA-Games-Summary.pdf>

Spelling Stone, Mobile Unity Educational Game for Amplify, Spring 2013

Role: Engineer

Tasks: UI scripting, optimization

<http://www.amplify.com/newsroom/press-release/amplify-announces-groundbreaking-lineup-of-educational-games>

Mechatars, Online Unity Game, Summer 2011

Role: Gameplay Engineer

Tasks: Gameplay scripting, effects and tools programming

<https://www.youtube.com/watch?v=-4cokrT-RkQ>

Triazzle Island, Adobe AIR Game, Summer 2011

Role: Tech Lead

Tasks: Programming, prototyping, design

<http://www.triazzle.com/triazzle-island/>

References

Available Upon Request

