

Matthew Jefferson Thomas
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TECHNICAL SKILLS

Software

- Engines: Unity, Unreal 4
- Languages: C#, C++, Lua
- Collaboration: Git, Trello, Microsoft Team Foundation Services, Tortise SVN
- Tools Programming: Windows Forms, WPF and Max script

EXPERIENCE

Professional: Game Developer

Legends of Aria

January 2018-Current

Citadel Studios

A massively multiplayer online sandbox role playing game in the vein of Ultima Online.

- Gameplay programming using Lua, and building client features using Unity and C#.
- Designed and built systems for PVE missions and crafting orders, along with puzzles for the dungeon expansion update.
- Collaborated frequently with artists to implement requested tools and features.

Space World

June 2016-August 2016

Intergalactic Education

An educational game about the commercial space industry. Features a variety of minigames to educate kids of all ages about the logistics of space travel.

- Worked with a team in a studio environment on developing an educational game in Unity.
- Coded new systems for an RTS portion of the game while updating older systems.
- Created a large variety of 3D models and textures based on real world, and fictional designs.

Professional: Event Organizer

May 2015-May 2017

NOVAIGD

- Founded Northern Virginia Independent Game Development group (NOVAIGD.com)
- Partner with local businesses to organize networking events for local game developers.
- NOVAIGD currently hosts activities for 474 game developers.

Personal Projects

- [A Whale of A Time](#): Made for the GMU Game Design club's 24 hour game jam. I was the lead programmer.
- [Introspect](#): A short adventure game about built using the free version of Construct 2.I was the programmer and project manager on a team of 5.
- [Wizard Cat's Tower](#): A 3D tower defense game for Android devices built using Unity. Developed by myself.

EDUCATION

Northern Virginia Community College (NVCC)

2012-2015

- Associate of Science

George Mason University

2016-Current

- B.F.A in Computer Game Design