

Matthew Caine
Game Designer and Programmer
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Address

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Objective:

Pursue a career where I can apply and extend my capability for game design and development.

Education:

Rochester Institute of Technology Rochester, NY
Bachelor of Science in Game Design and Development December 2013
Cumulative GPA: 3.23

Skills:

Programming Languages:

C++ (4 years), C# (8 years), Java (10 years), AS3 (4 years)
JavaScript (5 years), PHP (4 years), HTML/CSS (8 years)
Objective C (1 year), SQL(4 years), Flex (6 months)
Familiar with: UNIX, HLSL, RPG

Development Software:

Microsoft Visual Studio, Unity3D, SVN, Xcode, Autodesk Maya, Eclipse,
Adobe Products (Dreamweaver, Flash Builder, Flash, Photoshop), RAD

Libraries:

DirectX, OpenGL, Apache POI, jQuery, MonoGame

Operating Systems:

Mac OS X, Windows XP/Vista/7, iOS 4/5

Projects:

<http://www.matthewcaine.com/projects.php>

Steampunk Genie: A 2D Platforming Game in DirectX 10

Responsible for: Art, Coding, Design, Level Design

Capture the Flag: An AI capture the flag in AS3 in 2D and Unity3D in 3D

Responsible for: Entire project

Fighter Engine: A 2D Fighting Game Engine in C# using MonoGame

Responsible for: Entire project

Experience:

EOIR Technologies, Montville, NJ – Intern June – August 2010, 2012

2010 Porting code from Java to AS3

2012 Developing "imPulse" collaboration tool in JavaScript, Java, and HTML5

Harris RF, Rochester, NY – Developer Sept. 2013 – April 2014

Flex: Realistic Product Simulator, Interactive Training Material, Content
Creation Tool, File System Manipulation, Mobile App Development

PHP: Collaborated on PHP Web App

HSBC, Buffalo, NY – Programming Analyst August 2014 – Current

Backend Java development using WebSphere Application Server

Prototyped and developed scanning software using Alogent scanning library