

Chase Mattson

Programmer



chase@spidernet1.com

(425)-327-7840



www.linkedin.com/in/chase-mattson

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

January 2020 - April 2020

Algorithm Analysis Projects

- ♦ Analyzed a variety of common algorithms to identify their elements and replicate them.
- ♦ Theorized and tested which algorithms could work together to address the problem presented.
- ♦ 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

DigiPen TA

September 2019 - April 2020

GAM100/150 - Intro to Game Projects

- ♦ Provided well informed game design suggestions to new students to aid in game project development.
- ♦ Encouraged students to maintain open communication channels to reduce potential project risks.

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.