

Matthew Phillip Bodner

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See my website at: www.mattphillipbodner.com

Skills

Unity, C#, C++, Modo, Maya, Photoshop, Substance Painter

Experience Highlights

November 2015 - Present

Aquarius Games, Philadelphia - *Lead Programmer, Lead Game Designer*

- Published mobile game Chubby Guppy
- Programmed puzzle interactions and enemy AI
- Designed 50+ puzzle levels
- Organized and led team meetings and discussions

September 2016 - Present

Glass Prison Games, Philadelphia - *Lead Artist*

- Led an artist team of 6 students for Drexel University Senior Capstone Project
- Assigned tasks based on student's personal skills, used Gantt charts to track progress
- Designed, programmed and implemented a system to create procedural buildings in Unity
- Designed, programmed and implemented dynamic weather shaders

March 2016 - Present

PerCubed Lab at Drexel University, Philadelphia - *VR Research Assistant*

- Integrated the Perception Neuron motion capture suit with the HTC Vive in the Unity Engine
- Designed and programmed novel interaction methods with real-time motion capture and VR
- Designed a game where two networked players control one character simultaneously
- Created 3D Character and prop assets for VR interaction

March 2016 - September 2016

Skyless Game Studios, Philadelphia - *Video Game Programmer*

- Coordinated with a small team of programmers and artists
- Scripted UI and game screens based on team's UX designs
- Created high quality commented code and technical documentation
- Implemented an in-game GU- based OS, from mockups with full player interaction

Education

September 2013 - Anticipated Graduation June 2017

Drexel University, Philadelphia, PA - *Game Art and Production, GPA 3.74*