

Matt DiDomenico

Game Developer

Ambitious and self-motivated programmer with experience in a wide variety of platforms and hardware. Possesses problem-solving and critical thinking skills necessary to break down a large task into achievable pieces. Passionate about pushing the boundaries of what's expected for video games for the next generation and beyond.

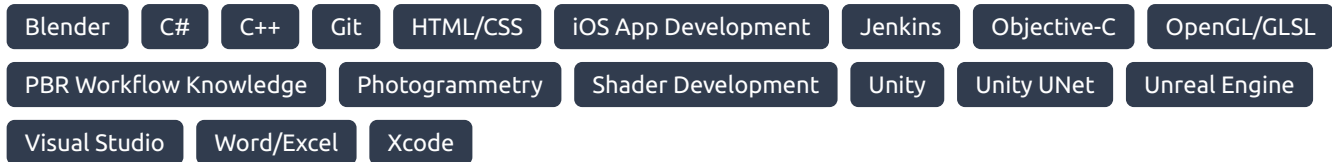
matt@mattdidomenico.com ✉

603-479-3289 📞

Quincy, MA 📍

mattdidomenico.com 🌐

SKILLS



WORK EXPERIENCE

Unity Game Developer

HyperActive, Inc.

06/2016 - Present

Tasks

- Created apps for a variety of hardware and platforms including Oculus and HTC Vive VR, iOS ARKit AR, Meta AR Headset, Leap Motion and Windows Standalone
- Built high-visibility trade show pieces with little tolerance for downtime or maintenance
- Built networked apps using Unity's UNet networking system
- Maintained and built upon existing native iOS apps
- Maintained an in-house Jenkins server used for automated building and deployment of apps

Independent Consultant - Game Programmer

Revelations Studios

03/2016 - 06/2016

Tasks

- Helped with the early stages of a game project using the Unity engine and C# scripting
- Built a first-person cover-based shooting system
- Built enemy behavior using the RAIN AI Engine plugin

EDUCATION

Bachelor of Arts in Interactive Media Design - Game Development & Programming Concentration

Becker College, Worcester, MA

08/2011 - 05/2015

PERSONAL PROJECTS

Uber Shape (09/2015 - 08/2020)

- Endless runner built for iOS and tvOS
- Originally built using native Objective-C and SpriteKit, later ported to Unity and C#
- <http://www.ubershapegame.com>

Game Engine (06/2014 - Present)

- Engine built in C++ and OpenGL
- Features forward and deferred rendering, texture and shadow mapping, and entity-component system