

Matt DiDomenico

Game Designer

Ambitious and self-motivated game designer proficient in a variety of game engines and programming languages. Possesses critical thinking and problem-solving skills necessary to tackle large design challenges. Passionate about making and playing games. A quick learner, open to criticism, and believes personal growth is fundamental to any creation process. Experienced in working independently as well as across teams, with great presentation and communication skills to explain ideas. Looking to help build a great game.

matt@mattdidomenico.com ✉

603-479-3289 📞

Derry, NH (willing to relocate) 📍

mattdidomenico.com 🌐

linkedin.com/in/mattdgame in

SKILLS



WORK EXPERIENCE

Game Designer HyperActive, Inc.

06/2016 - 06/2021

Reason for leaving: laid off

- Designed video games for Windows PC, iOS, and VR, using Unity with C# scripting and Unreal Engine with C++
- Worked on features including character and camera controllers (3C), progression systems, mission design, and level design
- Designed core systems based on gameplay requirements, and implemented content and encounters for those systems
- Collaborated with team members to build in-engine prototypes and design features and mechanics
- Performed regular playtesting to aid in polish and iteration of features
- Fixed bugs, wrote and maintained design documentation, and optimized code throughout development

Game Programmer Revelations Studios

03/2016 - 06/2016

- Designed video games for the Windows platform, including an unannounced title using the Unity engine with C# scripting
- Worked on 3C systems, including a camera and character controller with a cover-based shooting system
- Collaborated on the design and implementation of enemy artificial intelligence (AI) behavior
- Scripted player missions and other gameplay systems
- Helped to maintain game design document

EDUCATION

Bachelor of Arts in Interactive Media Design - Game Development & Programming Becker College, Worcester, MA

08/2011 - 05/2015

PROJECTS

Data Cap (2021)

- First-person puzzle game built for PC, using Unreal Engine 5 (early access) and Blueprint visual scripting
- Responsible for all features, including player controls, powered item system, data block system, and level design

Uber Shape (2020)

- Endless runner built for iOS and tvOS, using Unity and C# scripting
- Responsible for all features and mechanics, including player controls, user interface (UI), entity spawning, and object pooling system