



MATT DIDOMENICO

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Derry, NH 

I have always been a programmer at heart. I have a passion for pushing computers in new and interesting ways. I've seen what is expected in the future of video games, and I want to be a part of it. I recognize that our work isn't just work, it's a representation of who we are. That's why I want to help build something great, and to work with people who want to do the same.

Work Experience

03/2016 - Present

Independent Consultant - Game Programmer

Revelations Studios

Assisting with programming a new game using the Unity engine and C# scripting.

Education

08/2011 - 05/2015

Bachelor of Arts in Interactive Media Design - Game Development and Programming (Magna Cum Laude)

Becker College, Worcester, MA

Projects

Uber Shape

- iOS and Apple TV endless runner made with Objective-C and SpriteKit.
- Features procedural graphics, Game Center leaderboards and iCloud integration.
- Solo development, responsible for all features.

Game Engine

- Ongoing C++/OpenGL game engine.
- Features real-time shadows, diffuse and normal mapping, emissive surfaces, and forward and deferred renderer.
- Solo development, responsible for all features.

Gravity is Broken

- Unity/C# game with gravity field and puzzle solving mechanics.
- Responsible for gameplay scripting, level design, GUI, and leaderboard integration.
- Served as producer for game, distributing tasks and keeping team members on a schedule.
- Game featured at Becker College's PAX East 2015 booth.

iOS Apps

- IP Info, Infinibase, Connect The Thoughts, Trail Maker, bitTrack.
- Ongoing since 2011, mixed solo and team development.

Skills

Unity



Xcode



C++



C#



Objective-C



OpenGL/GLSL



HTML/CSS



Git and Perforce



iOS App Dev



Achievements & Certificates

Unity Certified Developer - Certificate Number
2016115-2C456

Alpha Chi Honor Society, Becker College

Alpha Lambda Delta Honor Society, Becker College