

Matt DiDomenico

Game Developer

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Ambitious and self-motivated game developer 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.

Skills

Adobe Photoshop/Illustrator	Bash	Blender	C#
C++	Confluence	Git	HTML/CSS
iOS App Development	JavaScript	Jenkins	Jira
Lua	Microsoft Word/Excel	Objective-C	OpenGL/GLSL
PBR	Perforce	Photogrammetry	Shader Development
Unity	Unreal Engine	Visual Studio	Xcode

Experience

Naughty Dog 03/2023 - Present
Tester

- Continuing testing duties with a higher degree of autonomy and leadership
- Responsible for leading combat and AI QA teams across multiple titles
- Collaborate across programming, design, and other departments to triage important issues
- Perform dev support duties using Naughty Dog's internal level design and scripting tools

Associate Tester 02/2022 - 03/2023

- Performed testing duties including execution of test cases and ad-hoc testing across multiple titles
- Contributed to documentation across Confluence and Google Docs

HyperActive, Inc. 06/2016 - 06/2021
Game Designer

- 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
- Fixed bugs, wrote and maintained design documentation, and optimized code throughout development

Revelations Studios 03/2016 - 06/2016
Game Programmer

- 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

Becker College, Worcester, MA 08/2011 - 05/2015
Bachelor of Arts in Interactive Media Design - Game Development & Programming

Projects

The Last of Us Part II Remastered 01/2024

- Tested the new "No Return" mode and the single player story, ensuring new content did not break legacy single player content
- Worked on post-launch patches

The Last of Us Part I 09/2022

- Performed testing with a high attention to detail, helping to maintain the level of quality Naughty Dog is known for
- Worked on post-launch patches and the PC version