**Matthew McCutcheon**

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**OBJECTIVE** To obtain an entry-level position in game development

**EDUCATION** Embry-Riddle Aeronautical University Daytona Beach, FL

 **Bachelor of Science, Aerospace Engineering** May 2012

 Area of Concentration: Astronautics CGPA: 3.53/4.00

 Minor: Applied Mathematics Dean’s List, Honor Roll

**PROJECT Recurring Dreams® Project – Indie Action RPG:** Solo developer **EXPERIENCE** Created this project to blend my favorite game mechanics within a dream world setting.

Currently in development using Gamemaker Studio 2, it features side-scrolling action, platforming, and looting throughout its multiple stages and mini-games. A demo is available for Windows, Mac, iOS, and Android that features customizable keyboard, gamepad, and touchscreen controls. Background music and some sound effects are outsourced, but everything else is developed in-house.

**Dream Portal Games Project – Website:** Solo developer

Designed this website to serve as a hub for all information related to my game development company. It features responsive design to fit nicely across any desktop or mobile display. Users can subscribe to newsletters, download demos, and read updates/information about the company and its games.

**WORK** *Dream Portal Games LLC* Lower Burrell, PA

**EXPERIENCE Indie Game Developer** February 2013 - Present

* Planned out design goals, storyline, and UI for the game
* Created concept art for characters and stages
* Developed raster sprites, SFX, dialog, shaders, and code
* Directed audio by purchasing, selecting, and editing licensed music/SFX
* Conducted playtests and debugged any issues found

*Academy of Martial Arts* Lower Burrell, PA

**Instructor** January 2021 - Present

* Leading class warm-ups, teaching children’s classes, and performing dojo maintenance

**SKILLS** *Game Engines:* Gamemaker Studio 2

 *Programming Skills:* GML, OpenGL, HTML, CSS, JavaScript, C++ w/Allegro, Java

 *Office Software:* Microsoft Word, PowerPoint, Excel

 *Art Software:* Paint.NET, Design Doll
*Other Software:* Audacity, Visual Studio Code, Avidemux, FileZilla, FontStruct

**INTERESTS** Game design, programming, digital art, UI/UX design, debugging, mathematics, physics, writing, Karate (1st dan black belt), gaming, origami, self-improvement, ethics, volunteer work, and networking.