

# Matthew O Dieselman

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## Objective

- A cooperative education or internship position in the field of software engineering, game design, or game development.

## Education

### **GAME DESIGN AND DEVELOPMENT (B.S.) | 2014-PRESENT | ROCHESTER INSTITUTE OF TECHNOLOGY**

- Major: Game Design and Development
- Minor: Psychology
- Related coursework: Game Development and Algebraic Problem Solving 1 & 2, 2D & 3D Animation and Asset Production, Linear Algebra, Data-structures and Algorithms for Games and Simulations 1 & 2, Game Design and Development 1 & 2, AI for Game Environments, Foundation of Game Graphics Programming

## Skills & Abilities

- Java, Processing, C#, C++, JavaScript, Leadership Skills, Teamwork Skills, Strong Ability to Problem Solve, Maya, Photoshop, Unity, Computer Maintenance, Quick Study, Customer Service, Working with Children, Public Speaking, Teaching, Social Networking, Microsoft Office Products

## Job Experience

### **INSTRUCTOR | INTERNAL DRIVE | JUN 2015 – AUG 2015, JUN 2016 – AUG 2016**

- Worked teaching programming languages (mainly Java and C++) and game engine basics (Hammer and Unreal) to students aged 13-18. Also worked to provide a great customer experience for both the students and the parents. Will be returning summer of 2016 as Lead Instructor and will be responsible for managing the other instructors.

### **INTERN | INTERNET AND TELEPHONE | JUN 2014 – AUG 2014**

- Worked closely as a team maintaining and upgrading the company's statistics. Wrote scripts (mostly in Power Shell) to track client statistics and worked with high level management to improve the tools used by techs.

## Additional Experience

### **STUDENT | INTERNAL DRIVE | JUN 2006 – AUG 2011 (SUMMERS ONLY)**

- Summer Experience as a student at iD Tech Camps. Learned about game design and development and programming.

## References Available Upon Request