Matt Monasch

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Education

Rochester Institute of Technology, Rochester, NY
Candidate for a B.S. in Game Design and Development, May 2012
3.95, Deans List (Fall 2008-Spring 2012)

Portfolio Website

http://www.mattmonasch.com

Proficiencies

Program Proficiencies: Microsoft Visual Studio, Adobe Flash, Unity3D, Netlogo, Autodesk Maya

Programming Language Proficiencies: C#, C++, Actionscript 3.0, PHP, Java, Netlogo, QBasic

Web Design Language Proficiencies: HTML5, CSS, Javascript

Game Experience

Zynga, *Fall 2012 - Present*
Worked on: Cityville, *unreleased title in Unity*, Dojo Mojo
Positions: Full-stack software engineer/lead (AS3, PHP, Unity/C#), unofficial associate designer

Card Mage, *Spring 2012 - Fall 2012*
2D top-down twin stick shooter where the player is able to construct their own attacks
Duties: Game design, programming, content generation, management

Zynga (Intern), *Fall 2011*
Worked on: FarmVille Express
Positions: Front-end and back-end software engineer (HTML5, JS, PHP, CSS)

SRRNGames (Intern), *Summer 2011*
Worked on: Interactive Storybook Engine, Pat The Bunny (port to Nook), Minor Lords
Positions: Front-end software engineer (Unity/C#), lead game designer, level designer

Lost in Ether / Planeswalker, *Winter 2010/11 - Spring 2011*
Facebook social game where the user explores and interacts with different planes of existence.
Duties: Project Lead, co-code architect, lead client-side programmer and content generation

Commander's Glory, *Winter 2010/11*
Turn-based, grid-based Strategy RPG made in C++/DirectX10 with some new spins.
Duties: design, code architecture, memory management, implementing UI elements and sprite
sheet utilization.

Virtual Dressing Room, *Summer 2010*
Flash application that allows a user to place clothing over them by using Augmented Reality.
Duties: Utilized FLARToolkit for Augmented Reality, implemented motion detection for user
interface, finite state machine for buttons, dynamic structure for clothing read in by xml.

Dig Deep, *Spring 2010*
Educational Facebook game made for Zynga's Hidden Agenda competition.
Duties: Programmer for game under the Dig tab, mass debugging.

Store World, *Summer 2010 - Winter 2010/11*
Business-centric game for Facebook where users run their own clothing shop.
Duties: game redesign, merge Virtual Dressing Room as user interface, viral marketing research,
human factors research, design code architecture.

Behavioral Modeling, *Summer 2010 - Winter 2010/11*
Made foundation for a Netlogo program that reads in images and simulates dangerous situations
Duties: implement naïve area recognition from photos, program multiple AI types moving about
with Reynold's algorithms.

Baala Agni (Child of Fire)**,** *Winter 2008/09*
Sandbox game where the user controls a Warlock destroying a town.
Duties: Implemented character skills, enemy/environment AI, effect interface and soundthreading
data structure that utilized power level crossfading.