



# MATT CAMERATO

Highly organized and dependable candidate successful at managing multiple priorities with enthusiasm. Willingness to take on added responsibilities and work with peers to meet team goals. Passionate about sharing knowledge and experience in order to boost productivity and create a positive learning environment for those around me.

## Experiences

### Peer Tutor 08/2021 - 12/2022

Quinnipiac University Learning Commons - Hamden, CT

- Assessed student learning needs and provided relevant instruction to close knowledge gaps
- Used a variety of teaching methods to successfully help wide range of students
- Motivated students with accurate feedback and positive reinforcement

### Lead Game Designer & Programmer 05/2022 - 08/2022

MassDiGi Summer Innovation Program - Worcester, MA

- Programmed a variety of systems, tools and scripts to facilitate game development
- Balanced and adjusted gameplay to increase commercial success of product
- Communicated with production, art and programming leads to design game elements
- Used team Miro board for all design ideation and planning of game mechanics

### Lead Game Designer & Programmer 01/2022 - present

"Defense of Trewel Towers"

- Create weekly task cards on Miro board with detailed descriptions and log of progress
- Communicate effectively with team members to accomplish weekly task lists
- Design important game mechanics and help facilitate their smooth implementation
- Program concepts and features in a clean and modular fashion while sticking to deadlines
- Report on individual progress and discuss team developments in weekly scrum meetings

## Education

### BA in Game Design & Development | 2023

Quinnipiac University - Hamden, CT

Summa Cum Laude GPA: 3.99

### High School Diploma | 2019

Winnisquam Regional High School - Tilton, NH

Class Rank: 4 of 103 GPA: 4.013


## Technical Skills


- Unity 3D
- C#
- HTML
- CSS
- JavaScript
- GitHub
- PlasticSCM
- Trello
- Miro
- Figma


## Strengths

- Project Workflow Management
- UX Implementation
- Systems Design
- Game Programming
- Prototype Development
- Positive Reinforcement Learning
- Project Documentation

## Contact

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