Matt Busch

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Work

Programmer/Designer, Nam ER Technology — May 2023-Present

- Design and code game systems including menu navigation and special abilities in C# and Unity
- Design map layouts and VFX

Co-Founder, Starlight Vintage Studios LLC — March 2020-Present

Programmer/Designer, *Give The People What They Want* — March 2020-March 2023
- Designed and coded game systems including pet behavior, prize interactions, and stage bonus objectives in C# and Unity
- Performed end to end and targeted playtests and reviews
- Link to published game: *Give The People What They Want*

Programmer/Designer, *VRCade* — October 2019-March 2020
- Designed and coded arcade machine system

Virtual Reality Game Developer, Resilience Inc. — July 2021-December 2021

- Designed an educational VR game to teach goal setting strategies in a K-12 school setting
- Designed and coded game systems and mechanics including shields and enemy spawning in C# and Unity

Programmer, *Goose On The Loose* — January 2021-May 2021

- Designed and coded game systems including player controller, enemy behavior, particle systems, player power ups, and statistics and score tracking systems in C# and Unity

Programmer, *Android Intermission* — January 2020-May 2020

- Sole programmer, designed and coded game systems including player navigation, enemy behavior, player shooting mechanics, and scoring with Unreal Engine Blueprint system
- Handled all game asset implementation

Education

George Mason University — December 2021

BFA George Mason University
Major: Computer Game Design; *Minor:* Computer Science
Coursework: Augmented And Virtual Reality, Computer Programming For Engineers

Skills

Programming Languages

C#
C++
Java
Python
HTML/CSS

Software

Unity
Github
Unreal Engine
Jira
Adobe Creative Suite