Matthew R. Ciarlante

Game Programmer

E-mail: matthew.ciarlante@gmail.com   Portfolio: http://www.mattciarlante.com   Location: Greenville, WI

PROFILE

Game programmer who has collaborated with teams working on several different projects.

PROJECTS

PDS IT VR - Shipped Title (PC/VR):
Worked with the Galactavision team to create a VR game for the Oculus CV1, utilizing the headset and Touch controllers. The finished application met customer specifications, and was delivered on time and on budget. It is an arcade style game with low poly art set in an IT office featuring pop up windows that need to be destroyed by lasers. I was responsible for all programming for this project.

Lost and Found VR (PC/VR):
2021 Global Game Jam Project. Worked remotely with an international team to complete a VR game about returning lost objects within the GGJ timeframe. I was responsible for part of the VR integration as well as the main game loop.

Castle of Blackwood Moors (PC):
Utilized the Ink Unity Integration to create a game based on the Castle of Blackwood Moors gamebook. I was responsible for all programming for this project.

WORK EXPERIENCE

Engineer
BASF Corporation, Appleton, WI
July 2007 - present

- Automated batch processes using a system similar to Blueprints and C++ in Unreal.

SKILLS

- C++
- C# / Unity / XNA
- Git
- MS Visual Studio
- VR Integration
- Trello
- MS 365
- Creative Problem Solving
- Time/Priority Management
- Continuous Improvement Focused
- Collaboration/Teamwork
- Ability to Remain Calm Under Pressure
- Project Management
- Customer Focused

EDUCATION

Bachelors of Science
Engineering
Rowan University
Glassboro, NJ

VOLUNTEERING

- Conference Associate at GDC (Austin and San Francisco)
- IGDA Wisconsin (President)
- IGDA Green Bay (Secretary)
- Convention Video Game Room Staff
- Midwest Tango Festival Volunteer
- City of Appleton Earth Day Volunteer