

Matthew Zolfo

mzolfo28@gmail.com • (815) 274-1388 • mzolfodesign.weebly.com

Technical Skills

Software

- Unity
- Unreal 4
- Adobe Illustrator, Photoshop, Audition
- Microsoft Office Suite

Scripting/Programming

- C#
- C++
- Unreal Blueprints
- .Net Framework

Development Skills

- Agile Development Experience (Scrum)
- Object Oriented Programming and Design
- Experience in multiple areas of design process:
 - Level Design
 - UI/UX Design
 - Scripting/Programming
 - Sound Design
 - Graphic Design
 - Project Management

Project Experience

Courier X and the Worst Stop Ever, 2019
Programmer
Project Manager
Designer

First person puzzle game. Project lead and gameplay programmer. Handled all functionality and group deferred to me for instruction at all phases of development.

Aegis Colony, 2018
Programmer

An fps tower defense game. Handled functionality across the project from enemy AI to player controls. Streamlined design process by distributing task

Professional Experience

Lowe's – Customer Service Associate
New Lenox, Illinois

October 2016 – October 2018

- Provide excellent customer service to a diverse customer base every day.
- Working within computer systems to process orders and accomplish tasks with minimal training.
- Develop creative solutions to client queries.

Jewel-Osco – Customer Service Associate
New Lenox, Illinois

May 2015 – October 2016

- Notable for friendly service, optimistic attitude and as a problem solver.

Education

Columbia College Chicago
Bachelor of Arts in Game Development
Chicago, IL | August 2016 – May 2019

Joliet Junior College

Joliet IL | August 2014 – May 2016

Involvement

Chicago Toy and Games Fair | November 17th 2018

- Presented Aegis Colony at Navy Pier
- Extra Credits Game Jam #4** | May 30th 2019 – June 3rd 2019
- Created a jam game called To Reach again with a team of four.