

Primary Address
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Mathew Aaron Mason

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- Objective** To advance my skills as a software engineer through work on exciting and challenging projects.
- Education** B.S. Computer Science and Engineering Michigan State University
B.A. Telecommunication, Information Studies and Media May, 2009
- Skills** C++, C#, .NET, XNA, OpenGL, HTML, CSS, JavaScript, PHP
- Experience**
- Game Developer Stardock Systems, Plymouth, Michigan
October 2009 - Present
- Developed games using C++
 - Elemental: War of Magic
 - Sins of a Solar Empire: Diplomacy
 - Debugged existing code within multiple game engines
- Software Engineer Reactor Zero, Ann Arbor, Michigan
May 2009-October 2009
- Designed and developed tools for use in simulation development
 - Worked with third party APIs to implement physics functionality
 - Responsible for maintaining database schemas and meeting government mandated deadlines
- Development Intern Sircon, Okemos, Michigan
January 2009-May 2009
- Fixed various bugs and issues with large, java based insurance software suites
 - Responsible for adding minor features to current software
 - Responsible for maintaining student software developed in cooperation with Sircon
- Research Assistant MIND Lab, Michigan State University
May 2008-May 2009
- Used XNA framework to implement game engine/systems for sexual education game
 - Managed logic for camera systems
 - Developed installer for current and future projects
- Misc. Interests**
- Working on personal projects
 - Modern fiction and new media