

## MATTHEW FLOYD

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### EDUCATION

#### Master of Entertainment Technology (May 2019)

Carnegie Mellon University (CMU), Entertainment Technology Center (ETC), Pittsburgh, PA

#### B.S.E. Mechanical Engineering, Certificate in Visual Arts (May 2015)

Princeton University, Princeton, NJ

### RELEVANT COURSEWORK

#### Game Design (Spring 2019), ETC, CMU

- Learned the intricacies of game design and different types of games
- Designed short game assignments (i.e. a dice game, a story game, etc.)

#### RPG Writing (Fall 2018), CMU

- On a four-person team, developed the story bible for an original RPG campaign "Deletion" for the IP *Mindjammer*.

### ACADEMIC PROJECTS

#### Cutting Edge (Spring 2019), ETC, CMU

- Worked as a narrative designer on a six-person team, experimenting with different editing transitions in VR, centered around a story involving the reliving of one's memories.

#### Home Front (Spring 2018), ETC, CMU

- Worked as a designer on a five-person team, expanding live performances of Theater of War Productions, fostering safe discussion, community, and honest emotions in military families.
- Completed work on *Kairos*, a polished prototype for future development.

#### Building Virtual Worlds (Fall 2017), ETC, CMU

- Contributed to the design of five virtual worlds, each completed in two weeks or less, on different five-person teams. Worked on Microsoft HoloLens, HTC Vive, Kinect, Oculus Touch, and CAVE.
- Worked as a sound designer to enhance the narrative and feel of the world experience.
- Contributed as a producer on three out of five worlds.

#### Senior Film Project: *Game Over* (2014-2015), Princeton

- Wrote, storyboarded, directed, and edited a 30-minute film as part of Princeton's Certificate Program in Visual Arts.

### WORK EXPERIENCE

#### RPG Game Design Adaptation (2019-Present), Smithtown Central School District, NY

- Designing and implementing an RPG in-class game adaptation of the book *The Lightning Thief*, as part of the seventh grade English curriculum.

#### Narrative Story Editor (Fall 2019), Self-Employed

- Edited *The Resistance and Me*, published Dec. 2019, for story continuity and content.

#### Production Teaching Assistant (Summer 2018), National High School Game Academy, Pittsburgh, PA

- Developed coursework and organized schedules for students alongside 11 other TAs.

#### Art Director (November 2015), "Prisoners of War" by Ashley Alexander, filmed in Syracuse, NY

- Contributed with prop management, outdoor sets, maintained continuity, on location shooting of NYU graduate student film.

#### Videographer (2013 – 2015), Princeton University, Princeton, NJ

- Filmed campus events, such as lectures and performances, for the Lewis Center for the Arts.

### RELEVANT HONORS, SOCIETIES, AND INTERESTS

**Sigma Xi: The Scientific Research Honor Society**, awarded by Princeton University (2015 – present)

**American Society of Mechanical Engineers (ASME)** (2015 – present)

**XR Alliance Competition**, chosen as finalist for VR script "Don't Be Afraid" (2018)

**Improvisational Acting** at The Barrow Group (2017), New York, NY

**Digital Photography I** at PhotoUno (2017), New York, NY

**Musician**, The Blazing Beaver Ducks (2011 - 2014), <https://www.reverbNation.com/theblazingbeaverducks>

### TECHNICAL SKILLS

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|-----------------------------|---------------------|-----------------------|
| • Microsoft Office          | • Adobe Illustrator | • Digital HD Cameras  |
| • MATLAB                    | • LaTeX             | • Theatrical Lighting |
| • CAD (Creo Parametric 2.0) | • Alice 2.0         | • Design Boards       |
| • Final Cut / Premiere Pro  | • Logic Pro         | • Celtx Screenwriting |
| • Adobe Photoshop           | • Adobe Audition    | • Inform 7            |