

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

Writer (2020-Present), IMU Studios, Balfour, British Columbia, CA, <https://iplaymore.com>

- Part-time, working from home, working on an 8-person writing team constructing character journeys and a companion TV show to IMU Studios' currently-in-development game *Thunder: Throne Wars*.

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. ****CURRENTLY ON HOLD DUE TO COVID-19 OUTBREAK****

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, 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 |