

Ian Matthies

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Professional Summary:

As a Game Engineering student, I possess hands-on experience in game development, software development, game publishing, and collaborative production environments. I am proficient in the technical foundations of C++, C, Python, and Java, combined with a proven track record of discipline, leadership, and responsibility established through years of safety-critical roles. I am well-versed in debugging, gameplay systems, and live game release. I look forward to opportunities to contribute to game development engineering teams, QA, or technical development.

Technical Skills:

- **Programming Languages:** C++, C, Python, and Java.
- **Game Development:** Build Management, Bug Fixes, puzzle implementation.
- **Platforms & Tools:** Itch.io, Steam Publishing Workflow, Visual Studio Code, Unreal, Unity, Godot.
- **Safety & Compliance:** CPR, AED, First Aid (Certified)

Game Development Experience

Masquerade - Game Jam Project

January 30th 2025 - February 2nd 2026

- Contributed to core development by **Mask implementation and creation, Mask Swapping, Mask abilities, bug fixing, and build management.**
- Collaborated with developers and designers to resolve technical issues and improve player experience swiftly and efficiently.
- Lead **pre-development and lead team through development until release of project to Game Jam site.**

Game Jam: <https://globalgamejam.org/games/2026/masquerade-8-0>

Diluted – Independent Game Project

September 2025 – Present

- Contributed to core development **by bug fixing, gameplay refinement, puzzle implementation, and build management.**
- Supported project release by managing the **Itch.io page**, including builds, updates, and user-facing content.
- Served as part of the **Steam release team**, assisting with publishing workflow and launch preparations.
- Collaborated with developers and designers to resolve technical issues and improve player experience swiftly and efficiently.
- Secured budget to continue development and maintain company operations.

Itch.io: <https://maddogsproductions.itch.io/diluted>

Steam: <https://store.steampowered.com/app/4211990/Diluted/>

Professional Experience:

Swim Instructor

Aqua Adventure — Fremont, CA

June 2024 – Present

- Instructed students of all levels, adapting lesson plans to individual needs.
- Maintained strict adherence to water safety protocols and facility protocols.
- Substituted for other instructors as needed to ensure a fluid work environment.

Swim Instructor

American Swim Academy — Newark, CA

October 2024 – July 2025

- Coached students of all levels in a structured learning environment.
- Administered first aid when required and enforced safety procedures during all lessons.
- Supported operations by substituting for instructors when needed.

Lifeguard / Swim Instructor

Flying Fish Swim School — Mountain View, CA

July 2023 – April 2024

- Enforced facility rules and responded to first aid or rescues when required.
- Conducted swim lessons for front crawl and advanced levels.
- Substituted for swim instructors during lifeguard shifts or when needed to ensure coverage.

Lifeguard / Swim Aid / Maintenance

Woodstock Water Works — Woodstock, IL

June 2021 – July 2023

- Enforced water safety regulations and executed rescues when needed.
- Assisted with swim lessons and customer concerns.
- Guarded athletic events, swim meets, private events, and community events.
- Supported operations through maintenance and event setup
- Serviced and cleaned pools, and raked the sand pit to ensure operations were maintained.

Education:

University of Silicon Valley — San Jose, CA

Game Engineering

2023 – Present

University of Wisconsin-Whitewater — Whitewater, WI

Music Education/Computer Engineering

2021 – 2023

Woodstock High School — Woodstock, IL

High School Diploma

August 2017 – May 2021

Honors & Activities:

- Spanish Honor Society
- National Honor Society
- Peer Tutor
- Biliteracy Seal (English and Spanish)
- National Society of High School Scholars (NSHSS)

Additional Training:

- Private Bass Lessons with Steven Reichelt (2017 – 2021)
- Lifeguard, CPR, AED, and First Aid Certifications

References:

- **Robert Vera** - Chief Program & Experience Officer, University of Silicon Valley | 480-201-4036
- **Becky Vidales** — Program Manager, Woodstock Water Works | 815-790-3169
- **Lyndra Bastian** — Orchestra Director, Woodstock High School | 630-373-4040
- **Bogi Kostov** — Lifeguard Supervisor, Woodstock Water Works | 779-302-1164