

# Matthew J. DiMatteo

## Curriculum Vitae

---

### Education

- M.A., [Entertainment Technology](#), [Carnegie Mellon University](#), 2012
  - B.A., [Interactive Multimedia](#), [The College of New Jersey](#), 2010 (*magna cum laude*)
- 

### Areas of Interest/Proficiency

- Game Design and Development: [PICO-8](#), [Phaser](#), [Unity](#), [p5.js](#), [Xcode](#), [GameMaker](#)
  - Creative Writing
  - Web Development: [HTML](#), [CSS](#), [JavaScript](#), [PHP](#), [Microsoft Visual Studio Code](#), [cPanel](#), [WordPress](#)
  - Database Management: [MySQL](#), [phpMyAdmin](#), [FileMaker Pro](#), [FileMaker Server](#)
  - Graphic Design: [Adobe Photoshop](#), [Adobe Illustrator](#), [Adobe XD](#)
  - Video Editing: [Adobe Premiere Pro](#), [Adobe After Effects](#), [Final Cut Pro](#)
  - 2D Animation: [Toon Boom Harmony](#), [Adobe Animate](#)
  - Sound Design, Electronic Music Composition: [Logic Pro](#), [Adobe Audition](#), [Audacity](#), [Pro Tools](#)
  - ePublishing: [Adobe Acrobat](#), [iBooks Author](#), [iTunes Producer](#), [iTunes Connect](#), [QuarkXPress](#)
  - Conference Planning and Bookkeeping: [QuickBooks](#), [Eventbrite](#), [PayPal](#)
  - Distance Learning Instruction: [Canvas](#), [Blackboard](#), [MS Teams](#)
- 

### Employment

- Assistant Professor I, [Game & Interactive Media Design](#), [Rider University](#) (Aug. 2022-Present)
  - Adjunct Faculty, [Digital Media Arts](#), [Mercer County Community College](#) (Jan. 2022-Aug. 2022)
  - Adjunct Professor, [Design and Creative Technology](#), [The College of New Jersey](#) (Aug. 2014-May 2022)
  - Consultant, Children's Technology Review (Aug. 2022-Present)
  - Chief Technology Officer, Children's Technology Review (Sep. 2019-Aug. 2022)
  - Director of Web Publishing, Children's Technology Review (Sept. 2013-Aug. 2019)
  - Editorial Assistant, Children's Technology Review (Feb. 2013-Sep. 2013)
  - Interaction Designer, Connected Sports Ventures (Summer 2012)
  - Sound Designer for [The Alice Project](#), [Carnegie Mellon University](#) (Summer 2011)
- 

### Teaching

#### Rider University

- [ART-150: Digital Foundations](#) (Spring 2023, Present)
- [ART-352: Motion Graphics](#) (Present)
- [GAM-150: Intro to Game Studies](#) (Fall 2022-Fall 2023)
- [GAM-200: Game Design](#) (Fall 2022-Present)
- [GAM-310: Special Topics in Game Design – Historical Case Studies](#) (Fall 2023)

- [GAM-310: Special Topics in Game Design – Interactive Narrative Design](#) (Fall 2022)
- [GAM-402: Game Workshop II](#) (Present)

### **Mercer County Community College**

- [DMA 144: Internet Tools and Techniques](#) (Spring 2022-Summer 2022)

### **The College of New Jersey**

- [AAV 255: Web I](#) (Spring 2022)
- [IMM 110: Introduction to Digital Media](#) (Fall 2015-2021)
- [IMM 270: Game Studies and Design](#) (Fall 2020-2021)
- [IMM 271: The Legend of Zelda as a Case Study in Game Design](#) (Self-Proposed Mini-Course, Spring 2020)
- [IMM 360/CSC 365: Games 1 – Design and Architecture](#) (Fall 2014)
- [IMM 460/CSC 465: Games 2 – Implementation](#) (Spring 2015)
- [IMM 460: Games II – Implementation](#) (Spring 2022)

---

### **Scholarly Activity – Novels**

- *Swords of Ruin III: Enchantress* (in progress) • [in-progress manuscript](#)
- *Swords of Ruin II: Despair* (seeking publication) • [full manuscript](#)
- *Swords of Ruin I: Sorrow* (seeking publication) • [full manuscript](#) • [partial manuscript](#)

---

### **Scholarly Activity – Web Projects**

- MattGPT: Student-powered game review platform – [working prototype](#)
- Children’s Technology Review (free version) – [working prototype](#)

---

### **Value to the Department of Media Arts**

- 2023 – Created a new course titled [Intro to Game Logic](#)
- 2023 – Created a new GAM-310: Special Topics in Game Design\* course titled [Historical Case Studies](#)
- 2023 – [Met with prospective student and family](#)
- 2023 – [Helped coordinate and run First Inaugural Rider Game Jam](#)
- 2023 – [Worked with Bronc for a Day Program to have admitted students attend my class](#)
- 2022-Present – [Attended all Open House events](#)
- 2022 – [Organized game playtesting event for GAM-200: Game Design students with Tabletop Club](#)

\* GAM-310: Special Topics in Game Design is a rotating topics course covering different topics each semester

---

### **Value to Rider University**

- 2024 – [Co-Chair, Faculty Winter Writing Retreat](#)
- 2023 – [Member, Athletic Council](#) (starting a two-year term)
- 2023 – [Panelist, New Faculty Orientation Lunch with Second/Third-Year Faculty](#)

---

## Service to the Community

- 2023 – Helped run [Rider Game Academy](#) (one-week summer game development camp for local high-school students)