

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*)
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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](#)
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Employment

- Assistant Professor, [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)
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Teaching

Rider University

- [ART-150: Digital Foundations](#) (Spring 2023, Spring 2024-Present)
- [ART-352: Motion Graphics](#) (Spring 2024)
- [GAM-120: Intro to Game Logic](#) (Present)
- [GAM-150: Intro to Game Studies](#) (Fall 2022-Fall 2023, Present)
- [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](#) (Spring 2024)

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)
- *Swords of Ruin II: Despair* (seeking publication)
- *Swords of Ruin I: Sorrow* (seeking publication)
- 2024-2025 Summer Research Fellowship with Reimbursement

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

- 2024 – Helped coordinate and run [Second Annual Rider Game Jam](#)
- 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 – 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 the College of Arts and Sciences

- 2024 – Co-Chair, Winter Faculty Writing Retreat; Co-Chair, Summer Faculty Writing Retreat
- 2024 – Participated in Art Beast show (showcased GAM-402 capstone projects)

Value to Rider University

- 2024 – Participated in all Open House and Admitted Student Day Admissions Events
- 2023 – Participated in all Open House and Admitted Student Day Admissions Events
- 2023 – Member, Athletic Council (started a two-year term)
- 2023 – Panelist, New Faculty Orientation Lunch with Second/Third-Year Faculty
- 2022 – Participated in all Open House and Admitted Student Day Admissions Events

Service to the Community

- 2024 – Participated in Take Your Child to Work Day (participants attended my GAM-200: Game Design class)
- 2023 – Helped run Rider Game Academy (one-week summer game development camp for local high-school students)