



Matt Sharp

Indie Game Developer / Teacher

PROFILE

I'm a passionate gamer and game developer. I started playing games when I was 3 years old, and started making games when I was a teenager. I started with RPG Maker which I used to create Lucid Awakening and Lucid Awakening 2 (on Steam). I later moved on to Unity which I used to experiment with various prototypes and mobile games, and eventually created my newest game, Video Game Fables (on Steam).

I taught game development and programming at Wilmington University for over 4 years. I've expanded that passion for teaching to a Udemy course and independent live online classes.

I'm creative, smart, determined, open-minded, kind, efficient, accepting of feedback and critique, always learning something new, and constantly expanding my knowledge and skillset. I have a strong specialization in programming, but as a mostly solo developer I have experience in every aspect of game development from concept to release to post-release, so I can effectively communicate with others in any department.

WORK EXPERIENCE

2012 - Present | **Momiji Studios**

INDIE GAME DEVELOPER

- Designing, programming, developing, and creating quality video games and apps using Unity, C#, and other software / tools.
- Independently learning new skills, software, and tools frequently to overcome and adapt to obstacles during game development.
- Creating Unity Editor tools to make development more efficient.
- Marketing games in person at conventions and online via social media, doing interviews / podcasts, and communicating with players.
- Updating games to fix bugs and issues based on player feedback.
- Shipping a finished product on time.
- Communicating with musicians, artists, etc. to contract work for projects.

2014 - 2019 | **Wilmington University**

GAME DEVELOPMENT INSTRUCTOR

- Teaching programming, game design, and game development with Unity to students of all skill levels.
- Developing curricula for various classes and skill levels.
- Managing student projects.
- Communicating in a timely and appropriate manner with students.
- Spending time with students individually when they need help.

2019 - Present | **Sharptech**

SOFTWARE DEVELOPER

- Creating custom software and web apps for businesses based on client requests.
- Adapting and learning new coding languages, frameworks, and software depending on client needs.
- Communicating with clients, designing software based on their ideas, and implementing changes from feedback.
- Maintaining software, fixing bugs, and adding new features frequently.
- Working with other developers using collaboration tools such as Git.

MAIN PROJECTS

Video Game Fables | Unity | Steam | July 15, 2022

- Funny, lighthearted RPG adventure set in an abandoned game world that hasn't had a player in decades.
- Developed custom Unity Editor tools to create complex cutscenes.
- Developed custom Unity Editor tools to manage database for items, equipment, skills, monsters, etc.
- Created dynamic, complex systems from scratch: RPG battle system, diegetic 3D menus, battle animation sequences, character controls, cinematic cutscene camera movement, data save / load system, character-tracking dialog windows, and more.

Lucid Awakening 2 | RPG Maker VX | Steam | January 7, 2015

Lucid Awakening | RPG Maker XP | Self-Hosted | September 23, 2007

Cubey Sphere | Unity | Android / iOS | June 29, 2014

CONTACT

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Website / Portfolio
www.MomijiStudios.net

Location
Delaware, US

Software Experience

Unity (10+ years)

C# (10+ years)

Git (4+ years)

Blender (8+ years)

Gimp / Paint.net (10+ years)

Audacity (5+ years)

Shotcut (5+ years)

SQL (8+ years)

Flutter (4+ years)

ASP.Net Core (3+ years)

Angular (1+ years)

Javascript (1+ years)

Skills

Teaching (9+ years)

Marketing (10+ years)

Communication

Empathy

Effective Listening

Critical Thinking

Resilience