Matthew Ryan Wong

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PROFILE

Portfolio Website: LinkedIn:	https://mattwongdesign.com/ https://www.linkedin.com/in/matthew-wong-77612b133/	
EXPERIENCE		
Aug 2023-Present	 HealingHand Tech — Lead Game Design Intern Designing games aiding in the rehabilitation of stroke survivors. Develop games that meet rehabilitation requirements using C# in Unity 3D. Lead the game team, establishing deliverables and providing feedback on current projects. 	
Aug 2020-Present	 UnderCurrent Entertainment — Web Designer & Developer Custom design and develop the UnderCurrent Website using HTML, CSS, and Javascript Keep website visuals and content current to fit the company's ever-changing profile. Work closely with the co-founders to communicate project goals. 	
Sept 2022-May 2023	 Manas, USC Games AGP — UI/UX Lead Created textured, 2D assets for use throughout the game's HUD and menus. Led the UI/UX team and coordinated weekly deliverables. Established design language through the creation of UI Kit. 	
May 2021-Sept 2021	 Techstars, Space Accelerator — Design Associate Acted as design specialist and consultant for ten tech start-ups throughout the program. Led projects designing branding materials, presentation materials, graphics, etc. Worked closely with CEOs and founders to complete projects in a fast-paced environment. 	
July 2018-June 2019	Santa Clara University, Athletics— Graphic Design Intern • Created marketing materials per the guidelines set by the Managers of Game Day Promotions.	
EDUCATION		
Aug 2021 - May 2024	University of Southern California, <i>Los Angeles, CA</i> Master of Science: Computer Science, Game Development	
Sept 2015 - June 2019	Santa Clara University, Santa Clara, CA Bachelor of Science: Web Design and Engineering	
SKILLS		
• Unity Unreal Engine	• Adobe Photoshop, Illustrator, Indesign, Premiere, After Effects)	• HTML, CSS, JavaScript, Bootstrap
• C#, C++, C	• Figma	• WordPress, Squarespace, Wix
• Blender	Microsoft Office	