

Matthew E. Kelly

OBJECTIVE	Video Game Designer & Artist
EDUCATION / WORK	2006- Current Littlerock High School Littlerock, CA Freshmen – Senior
EXPERIENCE	<ol style="list-style-type: none">1. Web Managers 1, 2, & 3<ul style="list-style-type: none">▪ Designing Web Pages & Digital Images▪ (Faculty Pages in Web Managers 3)2. Drawing 1 & 2 <p>July 2009 DigiPen: Institute of Technology Redmond, WA Level 3 Video Game Programming</p> <ul style="list-style-type: none">▪ 2-week Summer Workshop – XNA Framework C# Programming▪ Created, developed, and tested Police Fighter, a 3-D shooting game using Xbox 360 controllers only (Not a Xbox 360 Game) <p>Jan 2009 AV Mall (Community Classroom) Palmdale, CA Y.E.S. Field Trip (Tue. (Gottshocks) & Thur. (Reflections Sports Call))</p> <ul style="list-style-type: none">▪ Customer Service & Store Maintenance <p>July 2008 DigiPen: Institute of Technology Redmond, WA Level 2 Video Game Programming</p> <ul style="list-style-type: none">▪ 2-week Summer Workshop – Level 2 C++ (Lv. 2) Programming▪ Created, developed, and tested Grocery Market, a 2-D survival game <p>July 2007 DigiPen: Institute of Technology Redmond, WA Level 1 Video Game Programming</p> <ul style="list-style-type: none">▪ 2-week Summer Workshop – F.U.N. Editor C++ Programming▪ Created, developed, and tested Forest Monkey, a 2-D Platform game
Awards & Certifications	Received certificate for completing class
Hobbies	<ul style="list-style-type: none">▪ Designing Video Games▪ Drawing/Art▪ Web Designing (My Website (Weebly) & LHS School's)▪ Digital Posters (Total of 7 Different Flyers)
Websites	My Website (mkgreatgames.weebly.com)
References	Available upon Request