

MATTHEW HAYDAR OZTALAY
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EDUCATION

Ringling College of Art and Design Sarasota, FL
Major in Game Art and Design GPA 3.4/4.0
Minor in Business of Art and Design

Athens High School Troy, MI
Magna Cum Laude with honors in Art, Theatre
Competitive Public Speaking, and Peer Mediation
June 2007 GPA 3.5/4.0

EXPERIENCE

Curriculum Consultant, *The Roeper School*, Birmingham, MI 2008 – Present

Developed highly effective curriculum for private school focusing on education of gifted children

- Participated in vital discussions with teacher of Game Theory and Analysis class
- Researched and suggested solutions to common game studies programs

Open Beta Tester, *Flying Lab Software LLC.*, Sarasota, FL 2007

- Provided critical feedback to developers of *Pirates of the Burning Sea* on key issues such as graphics, mission design, player interaction, in-game economy, and character design.

Marketing Intern, *Smartfinds Internet Marketing*, Birmingham, MI Summer 2008

Provided client-centered Internet marketing solutions to increase traffic to websites of 11 corporate accounts:

- Developed creative solutions in adapting and improving Internet marketing procedures that enhanced client web traffic, including search engine optimization of websites, wikis, and use of content management systems
- Building upon advanced writing and communications skills, established procedure manuals utilized by future interns to achieve similar results in increasing client web traffic
- Completed all accounts under budget and ahead of schedule through increasingly efficient work practices
- Ensured team coordination to avoid duplication of efforts through effective communication

Digital Group Leader, *GM Sponsored High School Robotics Team*, Troy, MI 2006-2007

Lead team of 20 students in developing computer animation, website, and Inventor models for national competition:

- Participated intensive training in 3D Studios Max 8 at Maryland Institute College of Art; utilized training in teaching new students operation of software to successful completion of all assigned tasks
- Oversaw animation team and coordinated efforts with Web, Inventor, and Robotics groups; consulted with General Motors engineers, parent, and teacher advisors
- Capitalizing on proficiency with 3DS Max, executed high quality, time-sensitive modeling and animation from concept to final format

PERSONAL

Software – Maya 2008, Unreal 3 Engine, Mudbox 2009, Photoshop CS3, Windows XP, MS Office Suite

Languages – Python, MEL, UnrealKismet, conversational Spanish

Skills – Improvisational and stage acting, welding, stage combat, level design, board and card game design

Associations – Ringling Game Design Club, Public Relations Officer; International Game Developers Association, International Thespian Society

References Available Upon Request