

Matt Surka  
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www.getinthedamnbox.com

Philadelphia, PA  
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Software engineering student with a background in game development, sound design, writing, editing, and project management. Pursuing Master's degrees in Computer and Information Technology and Computer Graphics and Game Technology at the University of Pennsylvania.

## Tools

C#, C, Java, Unity, Reaper, FMOD, Blender, GIMP, Premiere Pro, Photoshop, InDesign, and Illustrator

## Software Development

### Project Lead – *HEARtREAD* (Jun. 2015 – Feb. 2016)

An audio-only adventure through a lightless world. Recipient of the 2016 Figgie Award for Accessibility and Inclusion (Digital Showcase) at the Boston Festival of Indie Games.

- Developed the game using Unity and C#.
- Managed a small team of artists, including musicians, voice actors, and an illustrator.
- Wrote, directed, recorded, and produced voiceover for the game with three actors.
- Recorded, produced, and integrated sound effects to sculpt a complex audio-only world.

### Developer – *LiquidMaps* (Dec. 2017)

A Java application that creates an animation of a city's roads. Final project for Intro to Software Development at Penn.

- Worked with two other developers to design, develop, and test the application within the allotted time.
- Assumed ownership of the animation code, developing it independently and then integrating it with the program.
- Refactored code responsible for storing trip data and converting it from world space to screen space.
- Utilized GitHub to collaborate with teammates.

### Small games and works in progress

- *Bulwark in the City of Flesh*, an audio/video game currently in development. (Project Lead)
- *The Purity of a Child's Boredom*, a pixel-art drawing game set to a responsive soundtrack. (Solo Developer)
- *BUY2BILLIONFOLLOWE*, an atmospheric puzzle game about surviving a challenging year. (Solo Developer)
- *Dungeon of Flowers*, a hand-painted, procedurally generated dungeon crawler. (Solo Developer)
- *Dig Yourself Out*, a speak-out-loud adventure game for two players. (Developer)

See all games and projects at [www.getinthedamnbox.com](http://www.getinthedamnbox.com).

## Education

### University of Pennsylvania (Aug. 2017 – Present)

Dual Degree (in progress): Computer & Information Technology (MCIT), Computer Graphics & Game Technology (CGGT)  
Semester 1: Intro to Software Development, Mathematical Foundations of Computer Science, Intro to Computer Systems  
Semester 2: Data Structures and Software Design, Algorithms and Computation, Computer Systems Programming

### Brown University (Sept. 2007 – May 2011)

Double Concentration: English (Nonfiction) and Political Science (American Politics), AB; GPA: 3.72  
Thesis Topic: "How Videogame Reviews Shape the Way We Talk About Games"

## Employment Experience

Multimedia Artist – Self-Employed (Oct. 2016 – Present)

Program Assistant – Vanderbilt Center for Digital Humanities (Apr. 2017 – Jul. 2017)

Program Manager – National Fund for Workforce Solutions (Sept. 2013 – Sept. 2016)

Associate Director of Research – CFO Publishing LLC (Mar. 2013 – Sept. 2013)

Research Editor – CFO Publishing LLC (Jul. 2011 – Feb. 2013)