

Matthew J. DiMatteo

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(908) 797-3386

Professor of Interactive Media

Creative and enthusiastic instructor with a versatile background in game design and development, web development and database management, digital media, project management, and creative writing.

My Teaching

Assistant Professor I, [Game & Interactive Media Design](#), [Rider University](#) (Aug. 2022 - Present)

I currently teach as a full-time faculty member in the Department of Game & Interactive Media Design at Rider University. My courses focus on game design and development, the history of digital games, and interactive storytelling. In addition to leading regular classes, my teaching duties include the development of course syllabi, production of course materials, evaluation of student work, responding to student questions and concerns, and providing regular office hours. As I progress along the track to tenure, I will assume additional duties in the areas of scholarship and service, including academic research projects, student advising, and participating at events and on university committees.

[GAM-150: Introduction to Game Studies](#) (Fall 2022)

Introduction to Game Studies explores the history and culture of digital games. Students analyze games from various periods in game history, discussing the structural elements and cultural impact of particular games. Issues such as gender, race, and representation in games are examined, as well as the impact of violence in games, licensing and digital rights management, and modern trends such as streaming, speedrunning, and esports.

[GAM-200: Game Design](#) (Fall 2022)

Game Design explores the theory and practice of creating interactive games, both digital and physical. The course focuses on the principles of game design and the iterative design process. Students complete small, themed prototyping projects, analyze game systems through writing and digital media, and respond to weekly discussion questions.

[GAM-310: Special Topics in Game Design – Interactive Narrative Design](#) (Fall 2022)

Interactive Narrative Design explores processes and technologies related to the development of non-linear and interactive storytelling, as used in game design and experimental media. Students individually create interactive stories through digital media applications and work in teams to produce an alternate reality game.

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Adjunct Assistant Professor, [Design and Creative Technology](#), [The College of New Jersey](#) (Aug. 2014 - May 2022)

During my time at The College of New Jersey, I taught courses related to digital media, game design and development, and web development. My duties included the development of course syllabi, evaluation of student work, regular correspondence with students regarding any questions or concerns, and maintenance of online course materials through [Canvas](#).

[IMM 460: Games II – Implementation](#) (Spring 2022)

Games II treats the semester as a condensed game development cycle, placing students on small interdisciplinary teams to create a complete digital game. Programmers, artists, musicians, and writers all work together to execute an original game concept, with an emphasis on iterative playtesting, interpersonal dynamics, project management, and creative problem solving. In this class, my role was comparable to that of the producer or project manager — I met with each team regularly to discuss progress, facilitate discussions between team members, resolve conflicts, prioritize the most essential tasks, offer suggestions, playtest, and debug. I also met with students individually at four times during the semester to ensure they were progressing according to their personal learning goals and the team's goals for the project.

[AAV 255: Web I](#) (Spring 2022)

Web I introduces students to the front-end technologies for creating web pages: [HTML](#), [CSS](#), and [JavaScript](#). Students complete targeted exercises each week reinforcing the programming concepts covered in class, working toward the end goal of creating a personal portfolio page. Students also explore UI/UX design principles and concepts related to hosting websites online. My duties for this class included performing demonstrations, preparing coding examples, and helping students with debugging.

[IMM 270: Game Studies and Design](#) (Fall 2020 - 2021)

Game Studies and Design explores games as an interactive medium. I facilitated students' development and playtesting of physical and digital game prototypes, and led discussions regarding game design principles and strategies, students' evaluation of games, and the potential for games to convey meaning. Due to the COVID-19 pandemic, I adapted this course to a remote format through [Zoom](#) during the Fall 2020 semester.

[IMM 110: Introduction to Digital Media](#) (Fall 2015 - 2021)

Introduction to Digital Media introduces students to an array of digital media tools and techniques, including [Adobe Photoshop](#), [Adobe Illustrator](#), [Adobe XD](#), [Adobe Premiere Pro](#), [Adobe After Effects](#), [Adobe Audition](#), [Audacity](#), [Garageband](#), and [Logic Pro](#), through in-class demonstrations, discussions, and exercises. Due to the COVID-19 pandemic, I adapted this course to a remote format through [Zoom](#) during the Spring 2020 and Fall 2020 semesters.

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IMM 271-06: The Legend of Zelda as a Case Study in Game Design (Self-Proposed Mini Course, Spring 2020) I proposed and developed the curriculum for a four-session mini course exploring strong game design practices using the *Legend of Zelda* series as a focal point. My duties included leading weekly discussions and facilitating students' development of original game concepts. Due to the COVID-19 pandemic, I adapted this course to a remote format through [Zoom](#).

IMM 460/CSC 465: Games 2 – Implementation (Spring 2015)

Cultivated a project-management-centric environment for students to more fully develop game concepts from Games 1. Encouraged a focus on team dynamics and interpersonal skills as well as iterative development and testing from week to week.

IMM 360/CSC 365: Games 1 – Design and Architecture (Fall 2014)

Utilized a process-oriented approach to game design and development in which students explored their concepts in a hands-on manner through physical and digital prototyping, playtesting, and iteration. Led and facilitated class discussions about the broader cultural impact of games to provide a meaningful context for student endeavors.

Adjunct Faculty, Digital Media Arts, Mercer County Community College (Jan. 2022 - Aug. 2022)

I taught a remote course during the Spring 2022 semester and the same course in-person during the Summer 2022 term. Duties included an increased emphasis on regular correspondence with students through [Blackboard](#) and [MS Teams](#).

DMA 144: Internet Tools and Techniques (Spring 2022 - Summer 2022)

Internet Tools and Techniques introduces students to concepts related to web design and development. Students use digital media tools such as [Adobe Photoshop](#), [Adobe Illustrator](#), and [Adobe XD](#) to create design deliverables such as logos, style tiles, wireframes, and mockups before coding a web page using [HTML](#), [CSS](#), and [JavaScript](#). Students also learn about the history of the Internet and concepts related to networking.

My Work

Chief Technology Officer, Children's Technology Review (Sep. 2019 - Present)

I lead the ongoing development and maintenance of an [online database](#) of reviews of children's interactive media products. My core responsibilities involve utilizing [HTML](#), [PHP](#), [CSS](#), and [JavaScript](#) for the front-end, while managing the back-end schema of our [FileMaker](#) databases to build a solution that serves as a forum for parents, teachers, librarians, and curators of children's media.

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I also take on a variety of other duties spanning across all areas of the business, including regular correspondence with our Chief Editor regarding the UI and UX of the [Web site](#), automating business processes through [FileMaker Pro](#) scripting and layout design, performance of regular server maintenance, creation of visual assets for website UI using [Adobe Photoshop](#) and [Adobe Illustrator](#), management of the business' blog content through Wordpress, and integration of registration forms for [annual conferences](#) held by our organization. Promoted from Director of Web Publishing (Sep. 2013 - Aug. 2019); served as Editorial Assistant (Feb. 2013 - Aug. 2013).

Director of Web Publishing, [Children's Technology Review](#) (Sept. 2013 - Aug. 2019)

Managed company web presence through the integration of web services such as [MailChimp](#), [Wordpress](#), and social media with [FileMaker Pro](#) databases. Created eBooks using [iBooks Author](#) and [iTunes Producer](#) and managed sales in [iTunes Connect](#). Worked with tools such as [EZregister](#), [Eventbrite](#) and [PayPal](#) in order to facilitate registration for [annual conferences](#) hosted by our organization. Managed company finances through [QuickBooks](#). Created [CTREX](#), an online database of reviews of children's interactive media products, utilizing the [FileMaker PHP API](#), along with [HTML](#), [CSS](#), and [JavaScript](#). Promoted to Chief Technology Officer (Sep. 2019 - Present).

Editorial Assistant, [Children's Technology Review](#) (Feb. 2013 - Sep. 2013)

Scouted and tested new iOS app releases, produced video reviews using [iMovie](#), managed company [YouTube channel](#) and Wordpress site, wrote analysis pieces featured in company's publication. Promoted to Director of Web Publishing (Sep. 2013 - Aug. 2019).

Interaction Designer, [Connected Sports Ventures](#) (Summer 2012)

Worked on the visual design of the interface for an iPad application in [Adobe Photoshop](#) and [Adobe Illustrator](#), contributed to experience design in team discussions, performed quality assurance tasks such as testing and bug filing.

Lead Experience Designer, [kindworks](#) ([Entertainment Technology Center](#), Spring 2012)

Designed the game mechanics and Web features for a mixed-reality experience geared towards encouraging generosity in correspondence with the Linden Foundation of Quakertown, PA. Managed project goals and organized tasks and schedule on a development team of six. [View the design document here.](#)

Level Designer and Sound Designer, [seAker](#) ([Entertainment Technology Center](#), Fall 2011)

Designed game levels, produced game music and sound effects, and maintained the project's promotional Web site as part of a three-person team to design and develop a physics-based exploration game on the iPad.

Sound Designer, [The Alice Project](#) ([Carnegie Mellon University](#), Summer 2011)

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Composed five one to two-minute musical tracks and created approximately 400 sound effects to be used as stock media for *Alice*, a program developed by [Carnegie Mellon University](#), to teach programming principles to high-school students.

Game Designer and Composer, [Aero's Quest](#) (Entertainment Technology Center, Spring 2011)

Led the overall game and level design as part of a six-person team working to develop an adventure game for the Android aimed at utilizing child exercise data for client Bodymedia, Inc. in Pittsburgh, PA. Held requirements gathering meetings with client, drafted a design document, pitched design prototype, and composed game music. [View the design document here.](#)

Technical Skills

- Game Design and Development: [p5.js](#), [Unity](#), [Xcode](#), [GameMaker Studio](#)
- Web Development: [HTML](#), [PHP](#), [CSS](#), [JavaScript](#), [Bootstrap](#), [jQuery](#), [JSON](#), [AJAX](#), [Adobe Dreamweaver](#), [Wordpress Codex](#), [cPanel](#)
- Database Management, Server Maintenance: [FileMaker Pro](#), [FileMaker Server](#), [Terminal](#)
- Video Editing: [Adobe Premiere Pro](#), [Adobe After Effects](#), [Final Cut Pro](#)
- Sound Design, Electronic Music Composition: [Logic Pro](#), [Adobe Audition](#), [Audacity](#), [Pro Tools](#)
- Graphic Design: [Adobe Photoshop](#), [Adobe Illustrator](#), [Adobe XD](#)
- ePublishing: [Adobe Acrobat](#), [iBooks Author](#), [iTunes Producer](#), [iTunes Connect](#), [QuarkXPress](#)
- Conference Planning and Bookkeeping: [QuickBooks](#), [Eventbrite](#), [PayPal](#)
- Distance Learning Instruction: [Canvas](#), [Zoom](#), [Blackboard](#), [MS Teams](#)

Education

Master of [Entertainment Technology](#), [Carnegie Mellon University](#), May 2012

Bachelor of Arts in [Interactive Multimedia](#), [The College of New Jersey](#), May 2010 (Magna cum laude)