

# MATTHEW CHAMPER

## INTERACTIVE DESIGNER

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### SKILLS & SOFTWARE:

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Sketch App	Adobe Premiere	HTML & CSS   Responsive Web Design	Usability Testing
Adobe Photoshop	Adobe Dreamweaver	Animation/Motion Graphics	OmniGraffle
Adobe Illustrator	Adobe Flash	Prototyping	A/B Testing

### EXPERIENCE:

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#### **Nationwide Insurance – Graphic Designer, Corporate Internal Communications** **October 2016 – Present**

- Design infographics, web page mocks, and other graphics for internal communications and interactive media

#### **Safelite Glass Corp – User Experience Designer** **March 2016 – October 2016**

- Produced wireframes, high fidelity mockups and visual guides in a support role for multiple projects; including the site refresh of safelite.com and the online scheduling funnel.
- Communicated with developers to bring designs to full functionality.
- Ran exhaustive quality assurance tests, logged defects, and observed usability testing.

#### **Ohio University – Interactive Designer, Office of Instructional Innovation** **December 2014 – March 2016**

- Created and maintained multimedia assets for web, print, and devices with branding consistency across projects and campaigns.
- Lead web designer on 6+ projects, assisted with marketing campaigns, and independently managed assigned projects.
- Coordinated with cross-functional teams to ensure creative content was developed and properly implemented.

#### **Carnegie Mellon University – Staff, Entertainment Technology Center** **June 2010 – November 2014**

##### **DARPA ENGAGE Project** **August 2011 – November 2014**

- **Staff Designer** – Developed educational games for children K – 3<sup>rd</sup> Grade covering science concepts for PC, mobile and web deployment.
- Designed and maintained educational content across four games: **RumbleBlocks**, **Beanstalk**, **Helios**, and **PuppyBot Rescue**.
- Contributed to gameplay mechanics and design, as well as helping run and collect data of 20+ playtests and study evaluations with hundreds of users to make constructive changes to gameplay.

##### **– PuppyBot Rescue – Game & Level Design** **May 2013 – November 2014**

- Created over 200 puzzles, design documentation and additional art support.
- Presented at Ohio Playful Learning Conference and Games Learning Society Playful Learning Summit.

##### **– Helios – Game & Level Design** **January 2013 – May 2013**

- Created dozens of levels and varying puzzle types that adhered to educational principles, in a new, fun and reinvented way.
- Additional art support and background image layout. Wireframe mockups, game design document authoring, and storyboards.

##### **– Beanstalk – Art, Level Design** **January 2012 – May 2013**

- Created over 100 in-game puzzles. Sketched wireframes and helped maintain design documentation.
- Additional art support supplying 3D models and animation.

##### **– RumbleBlocks – Art, Game & Level Design** **August 2011 – December 2012**

- Created over 200 varying and unique level designs built to fit within three different tiers of balance principles.
- Implemented level designs using a customized interface built by the teams' programmers within Unity.

### HONORS | AWARDS:

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- **Feu D'artifice**  
Nominated DATA Awards Finalist – 2011  
Premiered at Andy Warhol Museum – 2010  
Debuted at Guggenheim NYC – 2014  
Debuted at Guggenheim Bilbao – 2014
- **RumbleBlocks**  
Nominated DATA Awards Finalist – 2012

### EDUCATION:

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The Art Institute of Pittsburgh, PA – Graduated 2009. Bachelors of Science – Game Art & Design. Cumulative GPA: 3.3