

MATTHEW CHAMPER

MEDIA DESIGN SPECIALIST

412.589.8593

mattchamper.com

matt.champer@gmail.com

SKILLS & SOFTWARE:

Adobe Photoshop

Adobe Illustrator

Adobe InDesign

Adobe Animate (Flash)

Adobe Dreamweaver

Adobe Premiere

Animation/Motion Graphics

Interactive & Game Design

HTML & CSS | Responsive Web Design

Sketch App

Usability

Photography

EXPERIENCE:

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

- Design infographics, web page mocks, and other graphics for internal and external 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 and 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 – 3rd 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:

- **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:

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