

Matthew Edward Fleming

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Professional Experience

Trion Worlds, Inc.

July 2010 to Present

QA Tester, Rift; Responsibilities included:

Verifies fixes put in by the design, system, coding and art teams.
Checking morning builds to ensure basic functionality of art and design tools.
Providing feedback about game-play mechanics and art aesthetics.

Acclaim Games

April 2009 to September 2009

Level Designer, Kogamu; Responsibilities included:

Designed and implemented dungeon and city levels for Kogamu, including layout, monster and path placement.
Created multiple quests and quest chains to be implemented into the game, as well as designed the backstory for the game world.
Directed the design for combat and systems as well as worked on balancing the game for player versus player combat as well as combat versus monsters.

Electronic Arts, EA-Mythic

October 2005 to February 2009

Assistant Designer, Ultima Online; Responsibilities included:

Wrote high-level documentation for culture and politics systems for the upcoming Stygian Abyss expansion.
Designed and implemented quests for both the current game as well as the Stygian Abyss expansion.
Created backstory for the Gargoyle lands and the Abyss and integrated it into the existing Ultima lore.
Designed and implemented level designs in the Stygian Abyss expansion.
Worked with the Quality Assurance team to repair game related issues as well as enhance existing content using a proprietary scripting language

Technical Support and Billing; Responsibilities included:

Worked with players of the online game Dark Age of Camelot through phone and e-mail on billing, technical, and gameplay issues; these included driver and software issues and troubleshooting hardware issues.
Acted as a liaison between customers and management as well as directed feedback to the proper channels.
Tasked with testing and providing feedback for Warhammer Online.
Contributed to the alteration and verification of the online Knowledge Base for our supported games.

Tessada and Associates

May 2005 to October 2005

Help Desk Technician; Responsibilities included:

Server network, including Exchange 2000, Exchange 2003, Active Directory, backup procedures using Veritas and Legato and other administrative tools. Maintained and supported of over 50 PCs in a multi-OS environment over a Windows 2000 and Windows 2003

CSS Researchers

November 2004 to May 2005

Database Programmer; Responsibilities included:

Developing and enhancing a complex system to convert survey data collected into multiple types of reports using Visual FoxPro databases and utilizing Microsoft Word and Microsoft Excel programmatically.

References Available Upon Request

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CACI International

August 2001 to February 2003

Systems Developer, SAMS Project; Responsibilities included:

Acting as Systems Developer for the Standard Automated Medical System (SAMS) for the US Navy, Space and Naval Warfare Systems Center (SPAWARSYSCEN) using Visual FoxPro 6.0 for Windows 9X, Windows NT and Windows 2000 workstations and networks.

Maintaining functionality in the SAMS version 8.02 in use onboard and on shore throughout the US Navy and US Marine Corps by responding to Trouble Reports and Change Proposals.

Working closely with developers to create a database for use in wireless communications, including a SAMS interface.

Aether Systems, Inc.

November 2000 to July 2001

Systems Engineer ; Responsibilities included:

Creating a methodology and process in Visual FoxPro 6.0 and SQL Server on Windows 9X and Windows NT workstations for building and distributing a system designed to manage emergency personnel, equipment and incidents for fire departments.

Maintaining the SunPro system used in fire stations across the United States.

Kirtland Associates

January 1998 to November 2000

Application Developer; Responsibilities included:

Creating and enhancing a wide variety of systems in Visual FoxPro 5.0 and 6.0 for Windows NT workstations, including a complete system for a manufacturing company that handled orders, sales, service and maintenance.

Acting as Programming Lead for a team of four developers on a project for an insurance system.

Assisting in migrating multiple systems from FoxPro for Windows 2.6 and visual FoxPro 3.0 to Visual FoxPro 5.0.

Overseeing multiple data conversions from various sources to and from Visual FoxPro databases.

Education

Art Institute Online

Degree: Bachelor of Science

Major: Game Art and Design

Expected Graduation: May 2015

GPA: 3.1

Extracurricular Activities

Played various MMORPGs for 10 years, starting with Dark Ages to Everquest, Asheron's Call, Dark Age of Camelot, World of Warcraft, Eve Online, Star Wars Galaxies, Auto Assault, Lineage 2, City of Heroes, Ultima Online and many others.

Played and ran pencil and paper RPGs for over 14 years, from industry standards like Dungeons and Dragons (versions 2, 3, 3.5 and 4) and the World of Darkness games to Legend of the Five Rings and others.

References Available Upon Request