

Matthew J. DiMatteo

Curriculum Vitae

Education

- Master of [Entertainment Technology](#), [Carnegie Mellon University](#), 2012
 - B.A., [Interactive Multimedia](#), [The College of New Jersey](#), 2010 (*magna cum laude*)
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Areas of Interest/Proficiency

- Game Design and Development, Game Programming: [Godot \(GDScript\)](#), [PICO-8 \(Lua\)](#), [Phaser](#), [Processing](#), [RPG Maker](#)
 - Creative Writing, Interactive Narrative: [Twine](#), [Bitsy](#)
 - Web Development: [HTML](#), [CSS](#), [JavaScript](#), [PHP](#), [SQL](#), [Microsoft Visual Studio Code](#), [cPanel](#), [WordPress](#)
 - Database Management: [MySQL](#), [phpMyAdmin](#), [FileMaker Pro](#), [FileMaker Server](#)
 - Graphic Design: [Adobe Photoshop](#), [Adobe Illustrator](#), [Adobe XD](#)
 - Video Editing: [Adobe Premiere Pro](#), [Adobe After Effects](#), [Final Cut Pro](#)
 - 2D Animation: [Toon Boom Harmony](#), [Adobe Animate](#)
 - Sound Design, Electronic Music Composition: [Logic Pro](#), [Adobe Audition](#), [Audacity](#), [Pro Tools](#)
 - ePublishing: [Adobe Acrobat](#), [iBooks Author](#), [iTunes Producer](#), [iTunes Connect](#), [QuarkXPress](#)
 - Conference Planning and Bookkeeping: [QuickBooks](#), [Eventbrite](#), [PayPal](#)
 - Distance Learning Instruction: [Canvas](#), [Blackboard](#), [MS Teams](#)
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Employment

- Assistant Professor II, [Game & Interactive Media Design](#), [Rider University](#) (Sep. 2025-Present)
 - Assistant Professor I, [Game & Interactive Media Design](#), [Rider University](#) (Sep. 2022-Aug. 2025)
 - Adjunct Faculty, [Digital Media Arts](#), [Mercer County Community College](#) (Jan. 2022-Aug. 2022)
 - Adjunct Professor, [Design and Creative Technology](#), [The College of New Jersey](#) (Aug. 2014-May 2022)
 - Consultant, Children's Technology Review (Sep. 2022-Present)
 - Chief Technology Officer, Children's Technology Review (Sep. 2019-Sep. 2022)
 - Director of Web Publishing, Children's Technology Review (Sep. 2013-Sep. 2019)
 - Editorial Assistant, Children's Technology Review (Feb. 2013-Sep. 2013)
 - Interaction Designer, Connected Sports Ventures (Summer 2012)
 - Sound Designer for [The Alice Project](#), [Carnegie Mellon University](#) (Summer 2011)
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Teaching

Rider University

- [ART-120: Art and Society](#) (Fall 2026)
- [ART-150: Digital Foundations](#) (Spring 2023, Spring 2024-Fall 2024, Fall 2025-Fall 2026)
- [ART-352: Motion Graphics](#) (Spring 2024, Spring 2026)
- [FTV-135: Filmmaking I](#) (Spring 2025)
- [GAM-120: Intro to Game Logic](#) (Fall 2024-Fall 2026)

- [GAM-150: Intro to Game Studies](#) (Fall 2022-Fall 2023, Fall 2024, Fall 2026)
- [GAM-200: Game Design](#) (Fall 2022-Fall 2024)
- [GAM-310: Special Topics in Game Design – Historical Case Studies](#) (Fall 2023)
- [GAM-310: Special Topics in Game Design – Interactive Narrative Design](#) (Fall 2022, Spring 2025)
- [GAM-401: Game Workshop I](#) (Fall 2025)
- [GAM-402: Game Workshop II](#) (Spring 2024, Spring 2026)

Mercer County Community College

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

The College of New Jersey

- [AAV 255: Web I](#) (Spring 2022)
- [IMM 110: Introduction to Digital Media](#) (Fall 2015-2021)
- [IMM 270: Game Studies and Design](#) (Fall 2020-2021)
- [IMM 271: *The Legend of Zelda* as a Case Study in Game Design](#) (Self-Proposed Mini-Course, Spring 2020)
- [IMM 360/CSC 365: Games I – Design and Architecture](#) (Fall 2014)
- [IMM 460/CSC 465: Games II – Implementation](#) (Spring 2015, Spring 2022)

Scholarly Activity – Novels

- *Swords of Ruin I: Sorrow* (manuscript complete and under revision; seeking publication) – previews on [Wattpad](#)
 - Awarded a 2024-2025 Rider University Summer Research Fellowship with Reimbursement
- *Swords of Ruin II: Despair* (manuscript complete)
- *Swords of Ruin III: Mirrors of Misery* (manuscript in progress)

Scholarly Activity – Interactive Media

- [“helloworld”](#) – a A PICO-8 library for beginner programmers to learn the basics of coding
- [“GDKit”](#) – a library of Godot examples for implementing core 2D gameplay mechanics
- “Rider Game Design” website for showcasing student work – prototype: matthewdimatteo.com/gimd
- Children’s Technology Review (online database of children’s interactive media product reviews) – [working prototype](#)
- MattGPT: Student-powered game review platform – [working prototype](#)
- Small experimental game prototypes – [view my itch.io page](#)
- Web programming example sets – [view my CodePen profile](#)

Scholarly Activity – Talks and Presentations

- [“Learn to Program a Game in 45 Minutes”](#) at [TooManyGames](#) 2026
- Pending: “Teaching Programming to Non-Programmers” at [Valid Gains Through Video Games](#) 2027

Value to the Department of Media Arts

- 2024-2026: Facilitated playtesting events for G&IMD students in the GAM-402 capstone course
- 2022-2026: Facilitated the [Annual Rider Game Jam](#), a game development contest for Rider students
- 2023: Created a new course titled [GAM-120: Intro to Game Logic](#), replacing CIS-200 as a G&IMD core requirement
- 2023: Created a new GAM-310: Special Topics in Game Design* course titled [Historical Case Studies](#)
- 2023: Pitched G&IMD program to prospective student and family of a former Rider University employee
- 2023: Worked with Bronc for a Day Program to have admitted students attend my GAM-200 class
- 2022: Collaborated with Tabletop Club to organize a playtesting event for G&IMD students

* GAM-310: Special Topics in Game Design is a rotating topics course covering different topics each semester

Value to the College of Arts and Sciences

- 2025-Present: Member, Academic Integrity Committee (started a two-year term)
- 2025-Present: Chair, Faculty Writing Retreat
- 2024-2025: Co-Chair, Faculty Writing Retreat
- 2024: Helped establish Faculty Writing Group, "The Writing Hive"
- 2024, 2026: Participated in ArtBEAST festival, showcasing G&IMD student capstone projects

Value to Rider University

- 2022-2026: Facilitated Rider Game Academy, an annual summer game development camp for high-school students
- 2022-2026: Participated in all Open House and Admitted Student Day Admissions Events
- 2023-2025: Member, Athletic Council
- 2024: Pitched G&IMD program to prospective student-athlete who is now enrolled in Rider's G&IMD program

Service to the Community

- 2024-Present: Club Advisor for Rider University's E-Sports Club
- 2024-2026: Coordinated events with "Take Your Child to Work Day" where children playtest student game projects
- 2025: Nominated by a student to be recognized for my meaningful impact at TRIO Cord Ceremony
- 2025-2026: Coordinated "[Royal Stampede](#)," a charity tournament hosted by Rider's Esports Club
- 2025-2026: Judge for Faculty Documentary competition of [BEA's Festival of Media Arts](#)
- 2023: Panelist, New Faculty Orientation Lunch with Second/Third-Year Faculty
- 2023: Contributed to development of the [University Libraries board game collection](#)