

# Spencer Mathewson

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Portfolio: <https://sjmathewson4.wixsite.com/spencermathewson>

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## Summary of Qualifications

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- Proficient in Unity and programming languages including C#, C++, with hands-on experience in 3DS Max and Adobe Creative Suite (Photoshop, After Effects, Substance Painter)
- Skilled in Microsoft Office applications including Word, PowerPoint, Excel, OneDrive, and Visio
- Strong interpersonal and communication skills; effective team player who also works well independently
- Quick to learn new tools and tasks; approaches challenges with determination and a growth mindset
- 3DS Max: 3D modeling, UV mapping, texturing, animation
- Substance Painter: Texturing with AO, normal, metallic, height maps
- Photoshop: Texture design and 2D asset creation
- After Effects: Video editing and special effects
- Unity: Level design, particle effects, physics, and C# scripting
- Programming: Proficient in C# for gameplay mechanics and object control

## Project Experience

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### Asset Modeler / VFX Specialist, Guardians of Xenasia

2024 – 2025

- Modeled, UV-mapped, and textured 3D assets using 3DS Max for integration into Unity
- Developed visual effects for in-game abilities using Unity's Particle System
- Created a polished gameplay trailer using Adobe After Effects, showcasing key features and mechanics

### Level Designer, A Colourful Trail

2024

- Designed and implemented engaging game levels aligned with core gameplay mechanics
- Conducted extensive playtesting to identify bugs and improve level flow and player experience
- Decorated levels using imported art assets and maintained consistent visual style
- Logged and documented bugs for developers to address during development cycles

### Lead Developer, Tanks of War

2024

- Designed game levels using Unity assets and tools to deliver balanced combat environments
- Programmed core gameplay features using C#, including:
  - Enemy Manager: Controlled enemy behavior and level-specific logic
  - Auto-Fire Weapon: Scripted to fire continuously at a set rate
  - Guided Missile: Implemented targeting logic and smooth path-following behavior
  - Acid Bomb: Created an AoE damage-over-time effect with expanding visuals

## Education, Training and Certificates

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Game Development Diploma, Niagara College, Welland, Ontario

2022 – 2025

Ontario Secondary School Diploma, Saint Paul High School, Niagara Falls, Ontario

2018

## References Available Upon Request

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