Spencer Mathewson

5000 Morrison, Niagara Falls, ON, L2E 2C6
(289) 322-0067, sjmathewson4@gmail.com

Skills & Experience

- Competencies in Unity, C#, C++, 3DS Max, and Adobe products such as Photoshop, After Effects, and 3D Substance Painter
- Proficient in Microsoft programs such as Microsoft Word, PowerPoint, Excel, OneDrive, and Visio
- Demonstrates excellent interpersonal skills while working on a team or independently
- Willing to learn and take on new tasks while staying determined
- Motivated problem solver with a focus on getting results efficiently
- Highly dependable and honest worker with an easy-going attitude

Relevant Software & Tools

3DS Max
- Build, UV, and texture complex 3D models from start to finish
- Animated characters and objects to perform actions

3D Substance Painter
- Textured models that have ambient occlusion, normal, metallic, and height maps

Photoshop
- Design and alter textures for models
- Utilized the program to create backgrounds and other sprites to be exported

After Effects
- Edit videos and footage using various special effects to be exported using Adobe Media Encoder

Unity
- Create and apply custom scripts to objects to accomplish specific tasks
- Import custom textured and UV'd models created with modeling & texturing software
- Create specialized visual effects with Unity's particle system
- Design unique levels
- Use post-processing to produce lighting effects
- Wrote scripts for objects in C# to execute commands

Projects

Asset Modeler/VFX Specialist
Guardians of Xenasia   September 2024 – April 2025
- Used 3DS Max to model, texture, and UV assets to be properly added to the game
- Built special visual effects for abilities in the game with Unity's particle system
- Created a gameplay trailer using Adobe After Effects

Level Designer

A Colourful Trail   January 2024 – April 2024

- Conceptualized and implemented level designs to be added to the game.
- Play-tested the game to find bugs and ensured levels in the game were engaging and fun to play.
- Implemented various art assets to decorate levels
- Recorded bugs found during play-testing to be fixed

Lead Developer

Tanks of War   January 2024

- Used Unity's assets to design levels for the game
- Wrote the following scripts with C#:
  - Wrote a script that manages enemies in each level
  - Created a script for a weapon that fires at a constant rate
  - Implemented a script for a guided missile weapon
  - Developed a script for a bomb that leaves an expanding pool of acid dealing damage over time

Employment History

Information Assistant

Elections Canada, Niagara Falls   April 18 – 21, 2025
Elections Ontario, Niagara Falls   February 28, 2025

- Greeted electors upon arrival
- Checked for valid ID and voter card
- Helped set up and tear down election site
- Provided accommodations for electors in need

Ballot Counter

Elections Canada, Niagara Falls   April 28, 2025

- Tallied ballots according to name of candidate
- Cross referenced ballots counted with ballots tallied

Education

Niagara College

Game Development Program   September 2022 – April 2025

Saint Paul High School   January 2018