

Matthew C. Eschbach

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Email: megamedesigner@gmail.com

studio website: sanctum-games.com

portfolio website: <http://mattheweschbach.com>

Skills:

6 years experience in team-centric game development projects
Experience with Photoshop, Unity, RPG Maker MV, Ren-Py visual novel engine
2D and 3D level design
Two published PC games
1 mobile app (personal, unpublished)
10+ years creative fiction writing experience
Published novelist
Strong English language writing and grammar skills
1+ years QA experience, both conducting and participating in sessions

Professional Development Experience:

Syystem: The Phantom Train, visual novel centered around puzzle-solving and multiple endings
Published and owned by Cactyys Totem Entertainment, LLC

Jack Sprout, children's game teaching community involvement and the importance of nature
Owned by Jack Shoop, published by Cactyys Totem Entertainment, LLC

Relevant Work Experience:

Sanctum Games

Founder, owner, current

Independent Pc/Mac and Android games

Cactyys Totem Entertainment, LLC

Partial ownership

Tabletop and PC games

Author

Sci-fi, fantasy

One published novel, more under contract

Education:

Champlain College, Burlington, VT

Bachelor's in Electronic Game Design, completed four years, GPA 3.4

Self-taught

Learned from experience working with Ren'py engine, which uses Python, and Unity3D, which uses Javascript and C#

REFERENCES

PROFESSIONAL REFERENCES

A-la Watters
CEO, Director of Art at Cactyys Totem Entertainment, LLC
Springfield, MO
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417-370-9668

Jack Shoop
Owner of Jack Sprout
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PERSONAL REFERENCES

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