

Christopher Mathes

Creator of Moonrise Fall, Artist, Musician, Game Developer

EXPERIENCE:

Made From Strings, Plant City FL. — Solo Developer

AUG 2018 - PRESENT

Game development - Music/Score Production - In-Game/Concept art

Sykes Enterprises, Tampa FL. — Global Infrastructure Support Analyst

JUL 2011 - SEP 2018

Network engineering - Coding - Software development

ITT Tech, Tampa Fl. — Adjunct Instructor

JAN 2008 - JUL 2011

Instructor of Game Development/Design/Art and Multimedia.

EDUCATION:

Art Institute of Tampa, Tampa FL. — Bachelor's Degree of Game Art and Design

2004 - 2008

I studied classic as well as modern art techniques and game development.

PROJECTS:

Moonrise Fall — PC Game

Moonrise Fall is an atmospheric exploration puzzle game about a boy who finds himself lost in a supernatural forest after losing both parents in a car crash. Put your detective skills to the test. Armed with a clue filled journal, a camera, and a lantern he must unravel the mysteries of the forest and photograph the strange creatures that reside there.

www.moonrisefall.com

The Network — PC Game

The Network takes classic arena top-down shooting and adds a twist, you never fire a bullet.

863-712-1394

cmathesart@gmail.com

www.cmathesart.com

SKILLS:

Game Development

Game Design

Concept Art

Character/Environmental Art

Texture Art

Music Production

Graphic Design

ACCOLADES:

Moonrise Fall:

"Worth falling for" 8/10

- The Indie Game Website

"Moonrise Fall is as clever as it is magical." Recommended

- Save or Quit

"This independent game is really special" Recommended

- Graal.fr

The Network:

"Succeeds as a complement to surreal films like The Matrix that make you second-guess trusting your computer."

- Dualshockers.com

"You can't help but notice how pretty The Network is in its simplicity & it's a beautiful thing to witness"

- Dualshockers.com

"A game quite unusual & The Network is a beautiful discovery"

- GameSideStory.com