

Matt Gartzke

mattgartzke.com

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Bellevue, WA

Game Experience

Xbox Live Analysis, Microsoft (Apex Systems) Mar 2014 – Present

- Providing support and data analysis for the Xbox Live platform to ensure a great experience for players
- Moderating community content for Xbox One and Xbox 360 while discovering new community trends on Xbox Live

Game Tester, HCL America (iFusionIT) Oct 2013 – Mar 2014

- Executed written test cases while logging any and all issues that occurred for (6) Xbox One titles
- Collaborated with Leads and other testers to ensure accurate and proper reproduction of issues

User Experience for Web, MyGamerCard.net Mar 2006 – Jun 2008

- Provided specialized gamer cards to members of the Xbox community while designing and testing new features focused around the user
- Created graphics for website and gamer cards using Photoshop

Designer/Operator, XBConnect Jul 2003 – Sep 2004

- Designed user interface and new feature concepts using Photoshop
- Provided technical support to the online community by moderating message boards and creating network tutorials

Work Experience

Webmaster, South Coast Homeowners Association Mar 2006 – Present

- Regularly creating, proofreading, and maintaining all web content using Dreamweaver
- Assisting with billing, data analysis, and editing of over (30) newsletter issues

Key Holder, Pink Gorilla Games LLC Mar 2013 – Aug 2013

- Boosted customer satisfaction while frequently surpassing daily sales goals and specializing in retro/import video games
- Played a key role in launching the new Bellevue location while handling large inventory, processing online sales, and creating web content

Education

Master of Science in Game Design

Full Sail University, 2012

Bachelor of Science in Film

Full Sail University, 2011

Associate of Arts in Media Arts

Santa Barbara City College, 2009

Skills

- Community/content moderation
- HTML / CSS
- User interface design
- Documentation
- Task tracking
- Quality assurance
- Game usability
- Game design

Software

- Adobe
 - Acrobat
 - Dreamweaver
 - Photoshop
- Stencyl
- Microsoft Project
- Microsoft Visio
- Google SketchUp
- WordPress

Volunteer

- Official Minecraft Community Livestream with Microsoft Studios on Twitch, April 2015 – Present
- Microsoft OSG Family Days: Minecraft, April 9th & 16th, 2015
- Mojang/Minecraft booth at PAX Prime 2011 & 2012

Recent Projects

Minecraft Mods, 2015

- Designing and developing several Minecraft Forge mods including Foxes and new textures

Jimawang, 2014

- Developed, designed, supervised music creation, and created art/sound assets for a multi-platform arcade game built in Stencyl