

## MATTHEW "HUE" HENRY

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### EDUCATION

Arizona State University <b>Ph.D., Educational Technology</b> Dissertation: "Exploring the Efficacy of Using Augmented Reality to Alleviate Common Misconceptions About Natural Selection."	<b>2019, expected</b>
Arizona State University <b>B.S., Psychology</b> Minor: Philosophy Cum Laude	<b>1999</b>

### SPECIALIZATIONS (IN ALPHABETICAL ORDER)

Educational Technology  
eSports  
Game Development  
Game Design  
Game Programming  
Mixed Reality (AR/VR/XR)  
Narrative Development  
Project Management  
Worldbuilding

### COURSES TAUGHT / DEVELOPED

University of Advancing Technology <b>Game Project (Graduate)</b>	<b>2018 - 2019</b>
<b>Critical Game Studies (Graduate)</b>	<b>2018</b>
<b>Game Production and Documentation (Graduate)</b>	<b>2017 - 2018</b>
<b>Game Processes and Pipeline (Graduate)</b>	<b>2018</b>
<b>The Business of Gaming (Graduate)</b>	<b>2018</b>
<b>Game Design Workshop I (Undergraduate)</b>	<b>2019</b>
<b>Critical Game Studies (Undergraduate)</b>	<b>2017</b>
<b>Writing for Interactive Games (Undergraduate)</b>	<b>2015 - 2016</b>
<b>Introduction to Programming (Undergraduate)</b>	<b>2019</b>
<b>Introduction to Game Programming (Undergraduate)</b>	<b>2015 - 2018</b>
<b>Gameplay Programming Concepts (Undergraduate)</b>	<b>2015 - 2018</b>
<b>Programming for Game Engines (Undergraduate)</b>	<b>2015 - 2019</b>
<b>Advanced Game Programming</b>	<b>2017 - 2018</b>
<b>Game Scripting for Designers (Undergraduate)</b>	<b>2016 - 2017</b>
<b>Game Tools Development (Undergraduate)</b>	<b>2017</b>
<b>Serious Game Design (Undergraduate)</b>	<b>2017 - 2018</b>
<b>C++ Programming II (Undergraduate)</b>	<b>2017</b>
<b>Game AI Concepts (Undergraduate)</b>	<b>2017</b>
<b>Applied AI Concepts (Undergraduate)</b>	<b>2018</b>
<b>Special Topic: VR Film Development (Undergraduate)</b>	<b>2018</b>
<b>Special Topic: VR Campus Tour (Undergraduate)</b>	<b>2017</b>
<b>Special Topic: Augmented Reality Game Development (Undergraduate)</b>	<b>2016</b>

Collins College	
<b>Gameplay Scripting I (Undergraduate)</b>	2010 - 2011
<b>Gameplay Scripting II (Undergraduate)</b>	2010 - 2011
<b>Multimedia Game Development (Undergraduate)</b>	2003 - 2006
<b>Internet Programming for Games (Undergraduate)</b>	2003 - 2006
<b>Graphics Programming with DirectX (Undergraduate)</b>	2003 - 2006
<b>Game Theory and Mechanics (Undergraduate)</b>	2003 - 2006 / 2010 - 2011
<b>Level Design(Undergraduate)</b>	2004 - 2006
<b>Storyboarding and Storytelling(Undergraduate)</b>	2003- 2006 / 2010 - 2011
<b>Principles of Design (Undergraduate)</b>	2010 - 2011
<b>College Success (Undergraduate)</b>	2003 - 2004
<b>Humanities I (Undergraduate)</b>	2003

## PROFESSIONAL EXPERIENCE

University of Advancing Technology	
<b>Professor of Game Programming</b>	2014 - Present
Embodied Games for Learning (Arizona State University)	
<b>Developer / Researcher</b>	2012 - 2014
Collins College	
<b>Lead Instructor</b>	2010 - 2011
<b>Instructor of Game Design</b>	2003 - 2006
Quest Online	
<b>Director of Design / Lead Designer - Alganon</b>	2008 - 2010
Cheyenne Mountain Entertainment	
<b>Content Designer / Writer</b>	2006 - 2008
Technology-Based Learning and Research (Arizona State University)	
<b>Computer Programmer Assistant</b>	2002 - 2003
Alpha Omega Publications	
<b>Web Developer / Project Manager / Screenwriter / Director</b>	2000 - 2002
Deviloper Games / Callowine Studios, LLC	
<b>Freelance Game Developer / Designer</b>	2010 - Present

## PUBLICATIONS AND PAPERS

<i>"Alien Health: A Nutrition Instruction Exergame Using the Kinect Sensor"</i>	
Games for Health Journal	2014

## INVITED TALKS AND DEMONSTRATIONS

<i>"Game AI vs. Real AI - Why You Shouldn't Listen to Me... (...and Why You Should)"</i>	
United States Army Forum on Autonomous Agents	2017
<i>"VR Snowball Fight" (with Monster Vault Entertainment)</i>	
Arizona Technology Council Holiday Party	2017

## MEMBERSHIPS AND PROFESSIONAL AFFILIATIONS

International Game Developer's Association
Scrum Alliance

## AWARDS AND CERTIFICATIONS

Certified Scum Master	2015 - 2019
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**TECHNICAL BACKGROUND**

Programming Languages:

**C / C++ / C#, JavaScript/HTML5/CSS, VB, Java, Python, PHP, Perl**

Software:

**Unity, Unreal, GameMaker, Construct, Photoshop, Illustrator, Flash, InDesign, Premiere, After Effects, Visual Studio, Git/Mercurial/SVN, JIRA/Confluence, Microsoft Office Suite, Microsoft Project, Twine, Sony Acid, Audacity, Soundbooth**

Skills:

**Scrum, Agile Development, GSD**

**INTERESTS AND ADDED QUALIFICATIONS**

eSports Advisor for UAT / Faculty Advisor for UAT eSports Team - <http://cstarleague.com/lol/universities/1025>

Global Game Jam Participant / Mentor (2014, 2016, 2018, 2019)

100% Sun Devil