

Matthew Russell

838 Warder Avenue
University City, MO 63130
(314) 685-5499 mattlruss@gmail.com
<https://clarvel.github.io>

Education

University of Minnesota
B.S. Computer Science (2.7 GPA)

Minneapolis, MN
2011 - 2015

University City High School

St. Louis, MO
2007 - 2011

Experience

Allscripts

Associate Software Developer

Litchfield, IL
Sep 2018 - Current

- Worked as part of my team in an Agile environment to update C# backend APIs and logic to add new features and maintain the existing codebase
- Updated website UI with CSHTML, Knockout, Angular, Javascript, and TypeScript, according to specifications laid out by the team's Product Manager
- Worked with DevOps to create and implement Terraform plans to manage Azure server resources across multiple services and environments
- Integrated with multiple 3rd party APIs using C# to allow users to automatically upload device readings and accept credit card payments from multiple vendors
- Led daily stand-up meetings and retrospectives with my team as Scrum Master for a period of several months.

minMOG

Lead Indie Developer

St. Louis, MO
Feb 2017 - Jan 2018

- Worked with minMOG's Animator and Producer to develop SNARF!, a 3D mobile game written in C# on IOS and Android
- Developed the game's core gameplay loop, controls and other scripts quickly to enable rapid testing and prototyping
- Created a streamlined AI system with queued updates to enable smooth gameplay on mobile devices with many actors
- Developed a prototype build of the game to play in Virtual Reality

Skills

C# / dotNET / Azure

Full Stack Development

API Integration

Javascript / TypeScript / Angular / Node.js

HTML / CSHTML / Razor

Python / PowerShell / Bash

GitHub / TFS (Team Foundation Server)

Terraform / C / C++ / Unity / Arduino