

Matthew Russell

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EDUCATION

University of Minnesota

B.S. Computer Science, A.I. and Robotics Track

Minneapolis, MN

2011-2015

University City High School

St. Louis, MO

2007-2011

EXPERIENCE

minMOG

Lead Developer

St. Louis, MO

Feb 2017 - Present

Worked with Animator and Producer to develop engaging and challenging gameplay

Wrote scripts and logic for the mobile video game SNARF! using Unity

Washington University Radiation Oncology

Laboratory Assistant

St. Louis, MO

Jun 2011-Aug 2011

Assisted with cultivation and analysis of cell cultures

Developed a potential webpage for the laboratory

SKILLS

Python

C++

Java

Javascript, HTML

Matlab

Ardino Microcontroller

Microsoft Office Suite

Photoshop

Adobe Illustrator

PROJECTS

HexSpace, a 3D space shooter

Vanquish the Night, a top-down puzzle platformer

Air Hockey playing robot

Boids flocking game

A* and Dijkstra's algorithms implemented in 3D

3D raytracer supporting Phong illumination, reflections, and refractions

Script to phonetically translate text to fictional languages (TennoTyper)

Robot to follow a wall some distance away

Terminal based implementation of GO

Modeling and analysis of bus route efficiency

Modable IRC chat client