Matthew Greenwood

Four years professional programming and application development experience as a software engineer, five years as a proud step-father, and a lifelong passion for gaming

Personal Info

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LinkedIn   /in/mattjgreenwood

GitHub   /mgreenwood

Work History

Saratoga Springs CSD
IT Support Technician

Jul 2021 – Present

Develop, test, and implement hardware and software solutions with any given budget and time constraint. Support staff and students with a smile and positive attitude.

Amusitronix
VR Game Developer

Jan 2017 – Aug 2017

Designed, developed, and deployed Virtual Reality video games for use in corporate events and release on the Steam distribution platform.

Moving Made EZ
Crew Leader

Jan 2014 – Jan 2017

Coordinated residential and commercial moves as a crew leader, managing up to four team members.

United States Air Force
Computer Systems Programmer

Nov 2010 – Sep 2013

Primary responsibilities included maintenance, design, and development of testable code specialized for Airborne Warning and Control Systems.
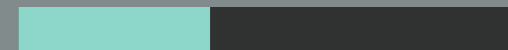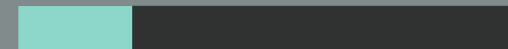
Proficiencies

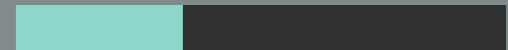### Programming Languages

C#

Golang

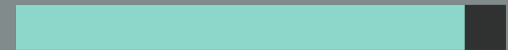Python
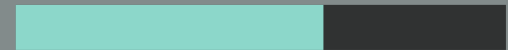
Java

Technologies

Git

Amazon Web Services

Windows 10/11

Linux

Unity Game Engine

Education

SUNY Adirondack
AS, Computer Science
2014

SUNY Empire State College
BS, Computer Science
2020

Self-directed Development

Strong believer in continuous learning and improvement.

Five years of personal development experience in the Unity Game Engine covering topics in database management, APIs, client/server architecture, and a rich history of programmer art.