

Matthew Meacham | Computer Science Student

469-888-2556 | mightymatthewme@gmail.com | <https://matthew-meachams-portfolio.webflow.io/>

Profile

I am experienced in both hardware and software components of computer design. I have a strong work ethic, a focus on quality, and a desire to contribute as part of a team.

Education

University of California Santa Cruz

B.S. in Computer Science: Game Design, 2020 - 2024

Expected graduation June 2024

Current GPA: 3.74

Additional Honors:

Disney Scholars Program, UC Santa Cruz

College Scholars Program, UC Santa Cruz

Dean's Honors List

Projects & Experience

Co-Founder & Officer – Independent Gamedev Coalition

January 2023 – Current

- Support UCSC students by providing a creative and social outlet to work on short-term projects.
- Organize weekly meetings with individual groups to check timelines and scope of projects.

Game Programmer – Vines

April 2023 – Current

- Debugged and optimized the procedural generation of the game's level.
- Wrote scripts to control various settings within the game, such as resolution and transitions.

Summer Camp Counselor – Saugus Union School District

June 2022 – August 2022

- Supervised children from grades K-6 and oversaw their safety.
- Organized activities promoting interaction and creativity.

Relevant Coursework

Computer Science 111 – Advanced Programming

Fall 2022

- Multithreaded programming
- Coding TCP and UDP communications between servers

Computer Science 120 – Computer Architecture

Winter 2023

- RISC-V instruction set and pipeline techniques.
- Evolution of CPU microarchitecture
- Virtual memory and cache structure

Skills

Programming Languages:

- C, C++, C#
- Python
- JavaScript

Tools:

- WinHex
- Ghidra
- Git
- Microsoft Office
- Unity Game Engine
- Godot Game Engine