Matthew Rader

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Experience

Contract Unity Developer - Serenity Forge, Mar 2021 - Present
Skills used: C#, Unity 3D, Atlassian Tools, Git
- Working on an early production game project to prototype systems and responding to designer and production feedback to refine implementations
- Creating tools to extend the Unity editor to aid designers in their ability to quickly develop content

Associate Software Engineer - Thomson Reuters, Sep 2019 - Jun 2021
Skills used: C++, Azure DevOps, Office 365
- Working in C++ on a large codebase to maintain and extend one of the world's leading tax software
- Performed root-cause analysis on user/QA bug reports to aid in the improvement of work pipes for and between software engineers and tax analysts

Unity Developer - WolverineSoft Student Studio, Aug 2019 - Dec 2020
Skills used: Unity, C#, Atlassian Tools, Git, Level Design, Gameplay Balancing
- Voluntarily worked as a lead on five student-led game projects by onboarding members, reviewing work, and helping to determine task priority
- Created systems and tools cross projects use to aid in the ability to gradually improve onboarding time, as well as the general scope projects could achieve
- Performed general development and design tasks, as well as project health work such as resolving bugs and optimization

Application Developer - Inora Technologies Jan 2018 - Sep 2019
Skills used: Delphi, GitLab
- Refined the user interface of a flagship company application resulting in more user-friendly and intuitive software
- Maintained, cleaned, and extended several legacy code bases
- Developed internal documentation practices to improve communication and code quality

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Education

University of Michigan - Ann Arbor
BA (2019) in Saxophone Performance, minor in Computer Science

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Skills

Technical
- C++, Unity C#, Delphi
- Git, GitHub, GitLab, Azure DevOps
- Unity Game Engine

Production and Project Management:
- Jira, Confluence, Bitbucket, Office 365
- Sprint planning and review
- Mentoring and team support

Game Design
- Gameplay Design
- Gameplay Balance
- Level Design 2D/3D

Game Development
- Controllers
- Tools
- Systems