Matthew Holzer

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EDUCATION

The College of New Jersey | Bachelor's of Science, Computer Science

September 2022 - May 2026

• GPA: 3.63/4.0 | Dean's List: Fall 2022, Spring 2023, Spring 2024

SKILLS

Programming Languages: C, C++, C#, Java, HTML, CSS, JavaScript, React.js, MATLAB, SQL

Toolset: Unreal Engine, Unity Engine, GitHub, SQL, Blender, Sony Vegas, Linux, Rokoko, Microsoft Office

Concepts Learned: Object-Oriented Programming, Computer Architecture, Operating Systems, Data Structures and

Algorithms, Linear Algebra, Game Development, Virtual Reality Development, Motion Capture

EXPERIENCE

Undergraduate Virtual Reality Research Assistant

2024 - Present

- Researched the effectiveness of Virtual Reality for sports training to increase accessibility and enable self-coaching without a personal trainer.
- Developed a virtual environment using Unity, C#, and motion capture technology from Rokoko to track user movement, allowing users to evaluate their training progress.

Computer Science Peer Mentor

2024 - Present

• Tutored students in Java, offering one-on-one guidance and support, while also assisting the professor in course-related activities.

PROJECTS

Unity Project: Where The Moon Meets The Sun

2023 - Present

- Drive the conceptualization and execution of a tactical role-playing game using C# and Unity.
- Developed intricate algorithms dictating character movement within a grid-based environment.
- Designed distinctive enemy AI, enabling each unit to evaluate and execute the optimal action against the player.

Social Security Organizer

2023

• Demonstrated proficiency in C++ programming by designing a program that supported input, deletion, and searching of Social Security numbers and names.

TCNJ Hackathon: Productivity Website

2024

- Developed a productivity website with a team of four people by using HTML, CSS, and JavaScript.
- Allowed users to create a to-do list and check them off, journal entries, and usernames and passwords that were then stored in a database using MongoDB.

Linux Terminal Project

2024

• Designed a command line shell interface using C that supports child process execution, input/output redirection, working directory management, inter-process communication via pipes and other complex terminal commands.

ACTIVITIES/LEADERSHIP

Kappa Theta Pi Professional Technology Fraternity | President

2023 - Present

• Responsible for presiding over organizational meetings and overseeing all major aspects of the organization.

Boy Scouts | Eagle Scout

2012 - 2021

Led the successful execution of an Eagle Project which enhanced the facilities for the Community Food Bank.

TCNJ Musical Theater | Lead Carpenter

2022 - 2023

Game Design Club | General Member

2022 – Present

Association for Computing Machinery (ACM) | General Member

2023 - Present

Diversity and Inclusion Group in Tech for All (DIGIT.all) General Member

2023 - Present