

Matthew Rian Hoekstra Abel

Gameplay Engineer

Software engineer with experience in the field for three years and seven years of experience studying computer science. Committed and motivated developer with a goal to bring ideas to life. Spends gaps between jobs working with friends on a passion project that has yet to be released.

Contact

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 References available

Skills

- ★ Debugging
- ★ Mathematics
- ★ Problem-Solving
- ★ Communication
- ★ Wide Range of Knowledge

PROFESSIONAL EXPERIENCE

Assistant Software Engineer, Samsung (2022) May 16, 2022 - Dec 9, 2022

As a part of the Samsung Vulkan driver team at Samsung Austin Semiconductor (SAS), I contributed by refactoring code from multiple proprietary codebases and advanced my skills in debugging and Git as I had to collaborate with a large team in JIRA and Slack. I developed debugging tool systems that were utilized by multiple teams in the development of the Xclipse Mobile GPU.

Junior Software Engineer, Keyfive (2023) November 13, 2023 - December 28, 2023

I was a backend software engineer at a small startup. I was responsible for implementing new functionality for clients in proprietary software within a 1-week SPRINT cycle by utilizing tools such as LINQ in order to debug in a live SQL environment. My main contribution was establishing a new notification system when vital power systems performed various activities such as turn off or on, reached critical power, or were charged above critical thresholds. The challenging, fast-paced environment tested my complex problem-solving skills.

Code Sensei, Code Ninjas (2024) October 8, 2024 - Current

I am currently employed as a part-time, after-school tutor for youths interested in learning how to develop games. I am responsible for their growth as programmers using MakeCode and C# scripting in Unity. I also teach “camps,” long classes that are intended to advance their knowledge of LUA scripting and Roblox, Minecraft, or Fortnite game development.

EDUCATION

Full Sail University, Bachelor of Science Game Development Program, Aug 2018 - Dec 2021

Thanks to Full Sail's rigorous game development course, I learned a great deal about object-oriented programming, AI development, gameplay engineering, game engine development, driver development, DirectX 11 graphics engine development, network programming, and .NET. Using Unity, I have produced two games through full development cycles in small teams; my contributions included allocation pools, level design, code architecture, combat system integration, and character controllers.