

Matthew Cech Game Systems Engineer

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matthewcech.com
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Tools Often Used

Visual Studio, GCC
Unity 3D
Git, GitFlow
Jira, Phabricator
Amazon Web Services
Caffeinated Beverages

Languages

C / C++
C#
JavaScript
Java
Zilch (C# like)
Lua

Tools Created

ASCIIPlayer: C++ Audio Visualizer
CppEvents: C++ Event API
ConsoleUtil: C++ Console drawing API
CppChat: C++ Networking base
TimeCheck: C# Visual Time Tracking
Islands: JavaScript Map generator

DigiPen

2016 - Present

Software Engineer Intern - Dragon Drop - Electron.js, Arduino

Team of 4

Block based programming environment for Phaser.js game engine and Arduino

- Developed and iterated on JavaScript game engine and arduino IDE features
- Expanded ability to learn and internalize new tools and development techniques

ProjectFUN Lead Teacher

Class of 25

Taught and developed curriculum for ProjectFUN summer classes

Teaching Assistant

Assisted with introductory and advanced networking classes

Cures and Curios (DigiPen Student Team)

2017 - 2018

Web and Tools programmer - Cures & Curios - AWS, Unreal

Team of 15

3D VR potion crafting game for HTC Vive

- Managed task tracking and management software for a larger team
- Adapted to fill a role of marketing and outreach as needed, familiarizing myself with web tools
- Constructed networked data collection systems with C++ and NodeJS

Giraffic Games (DigiPen Student Team)

2015 - 2017

Network and Tools programmer - Bittorio - Unity 3D

Team of 9

3D Competitive Puzzle Game, coming to Xbox Live Creators Program in 2018

- Designed and implemented custom multiplayer server layout using Node.js, socket.io and Unity
- Created generic menu and input systems for multiple input types
- Marketed and represented product at PAX, TwitchPDX, and preview events

Engine and Audio Programmer - Grizzly Beats - Custom C++

Team of 5

2.5D cross-platform arena brawler with bears in a dance club

- Designed and programmed core system architecture in C++ using a component-based engine design
- Implemented audio system with visualization in mind using FMOD Programmer API

Cogwheel Clinic

2015 - 2016

Curriculum and Technical Consultant

Created gamified social skills lessons to assist children with autism

Education

2014 - April 2018

Bachelors of Science in Computer Science

DigiPen Institute of Technology

- US FIRST Scholarship recipient