

Matthew Cech

Software Engineering Manager & Senior Game Engineer

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github.com/MatthewCech

Tools Used

Unity 3D
Visual Studio, Rider
Jira, Confluence
Git, Perforce
Digital Ocean, AWS EC2

Languages

C#
C / C++
Java
JavaScript
Lua, Python

Leadership Skills

Communication
Process Auditing and Revision
Career Development, Gap Analysis
Adaptability, Navigating Ambiguity
Conflict Resolution, Problem Solving

Intercept Games - Kerbal Space Program 2

Software Engineering Manager

Dec 2019 - Jun 2024

- Accountable for three gameplay and UI oriented feature teams including deliverables and support
- Accountable for content heavy release processes for updating a live product, and for patch delivery
- Managed 5 to 8 reports at a time and coordinated with contractors, both local and international
- Created and executed on career growth and development plans for reports in the form of 1:1s, reviews, gap analysis, and goal setting while working to provide consistent support
- Acted as a hiring manager for 5+ roles and performed onboarding for new employees
- Advised reports and other leadership to identify and resolve process gaps and workflow issues
- Fostered a culture of engineering excellence to reduce regression rates and promote maintainability

Software Engineer

- Implemented Map, UI, and Vehicle Editor features, and provided long term support
- Developed debugging and iteration-focused tools to assist content developers
- Managed localization pipeline across disciplines, creating and maintaining surrounding tooling

Loam - Bubbles, Rat Game, ASCIIPlayer

Founder and Lead Developer

Jun 2019 - Present

- Founded an LLC for game development, consulting, and paper products (loam.net)
- Shipped mobile puzzle game "Bubbles" on Google Play with games modes and level editing tools
- Shipped competitive clicker "Rat Game" on itch.io with online highscore system using Node.js and NGINX
- Maintain "ASCIIPlayer" tool, a command line audio player and visualizer written in C++ using FMOD

Star Theory - Kerbal Space Program 2

Software Engineer

May 2018 - Dec 2019

- Created and maintained asset workflow for designers and artists to author over 400 parts
- Implemented improved loading and serialization systems, reducing performance impact by 3x
- Architected and implemented 3D in-game vehicle editor for three building modes
- Drove rapid prototyping for game systems, working closely with design to implement feature feedback

DigiPen R&D - DragonDrop, ProjectFUN

Software Engineering Intern

Jun 2017 - Apr 2018

- Developed robust JavaScript and C tools to create a drag and drop IDE and an educator toolset
- Refined and documented user-facing features to streamline feature and educational material creation
- Leveraged resulting product for teaching summer classes of 20-25 primary school students

Education - DigiPen Institute of Technology

Bachelors of Science in Computer Science

Sep 2014 - Jun 2018

- 'US FIRST Robotics' Scholarship recipient