

# Matthew Cech Human-Focused Programmer

www.matthewcech.com

itsmatthewcech@gmail.com

(425) 615-8186

---

## Languages

C++ (experienced)

C (experienced)

C# (experienced)

JavaScript (capable)

Java (capable)

Zilch (C# Like, capable)

## Tools Used

Visual Studio, GCC

Unity Engine

Amazon Web Services

Git

Phabricator

Caffeinated Beverages

## Tools Created

TimeCheck: C# Visual Time Tracking

ASCIIPlayer: C++ Audio Visualizer

CppEvents: C++ Event API

ConsoleUtil: C++ Console drawing API

CppChat: C++ Networking base

Islands: JavaScript Map generator

## Project Experience

Bittorio (3D Competitive Puzzle Game, 9 person DigiPen team)

Junior Project

### UI, Tools and Network Programmer

- Designed and implemented custom multiplayer server layout using NGINX and JavaScript with Unity
- Created Menu and Input systems after adjusting to gameplay design changes
- Presented and Marketed product at PAX, TwitchPDX in Portland, and other events

FTQGames (Mobile Game Development, 4 person studio)

Indie Game Studio

### Gameplay and Systems programmer, CoFounder

- Created gameplay editor and playback system within Unity targeting Android mobile devices
- Managed application build systems and provided customer hardware analysis

Grizzly Beats (2.5D arena brawler, 5 person DigiPen team)

Sophomore Project

### Engine and Audio Programmer

- Architected a flexible and accessible custom C++ engine with consistent syntax
- Programed core system architecture in C++ using a component-based engine design
- Designed and Implemented audio system with visualization in mind using FMOD Programmer API

Dual Reality (2D platformer, 3 person DigiPen team)

Freshman Project

### Gameplay Programmer

- Implemented puzzle-platformer level layouts using proprietary scripting language
- Implemented advanced input and level manipulation mechanics based on existing systems

## Previous Employment

DigiPen ProjectFUN Summer Classes

5/2017 – 8/2017

### Lead Teacher and Curriculum Development

- Developed and taught JavaScript-based curriculum for 2-week sessions for students in 3rd - 7th grade
- Worked to manage 20+ students and TAs in a classroom environment for full-day sessions

Cogwheel Clinic

12/2015 – 6/2016

### Curriculum Development and IT

- Created educational sessions that used games in a psychiatric field to assist in teaching social skills

## Education

DigiPen Institute of Technology

9/2014 – 9/2018 (Expected)

### Bachelors of Science in Computer Science

Computer Science degree with additional focus on multipurpose tools and networking

- US FIRST Scholarship recipient