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Matt Martino

Business Management & Marketing B.B.A.

Five Towns College - Fall 21' | 3.5 GPA

PROJECTS

May 2021
(ongoing)

ZOMBIE SURVIVAL VIDEOGAME

Creating a zombie survival game in Epic's new Unreal Engine 5, leveraging technologies like Lumen, Nanite and Blueprints to rapidly prototype and iterate features, without compromising on graphic fidelity.

Jan 2018

MAKE-N-SHARE PLATFORM

makershare.com

Created a 3D printing crowd-sharing platform where users can request prints from other members of the community, instead of paying for professional prints.

WORK EXPERIENCE

Mar 2021 –
Present

APPLE – GENIUS ADMINISTRATOR

apple.com

Managing logistics across the Genius Bar and in-store inventory to ensure a seamless customer experience throughout the life cycle of all repairs. Additionally, working with technicians to develop both interpersonal and technical skills, to be as efficient as possible.

Nov 2019 –
Mar 2021

APPLE – TECHNICAL SPECIALIST

apple.com

Using a balance of technical and social competencies to assist customers through a variety of unique repairs while navigating the obstacles presented by COVID-19 in a retail setting.

Aug 2019 –
Nov 2019

APPLE – SPECIALIST

apple.com

Assisted customers in creating innovative solutions for personal or business use, using Apple hardware, software, and services.

Nov 2018 –
Aug 2019

PARADOX LABS – SOFTWARE DEVELOPER

paradoxlabs.co

A start-up created to tackle large-scale VR/AR experiences in Rochester. Primarily worked with “infinity-scale” location-based experiences by developing a combination of software and hardware.

OBJECTIVE

Acquire a position to leverage my technical and creative background.

SKILLS

Advanced

HTML/CSS, Python

Currently Learning

C++, Swift, C#, JS

Beginner

PHP, Java, MySQL

Tools

Bash, UE4, UE5, Unity, Maya, Blender, Adobe Suite, Office Suite

AWARDS

Best Documentary - 2017

Hendrick Hudson Film Festival

Computing Excellence

Scholarship - 2016

Rochester Institute of Technology

LEADERSHIP

Founder of the Emerging Technologies Club

Founded St. John the Baptist's first computer club which had over 120 members, with the club still running today.

Founded the Oculus Student Community

A forum with over 50 members, the O.S.C. was made for student developers as a place for people to connect, share, and develop new ideas.