Matthew Radin

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EDUCATION

University of South Carolina — Expected Graduation: May 2027
Bachelor of Science in Computer Science, Minor in Media Arts — *Columbia, SC*
- Honors College
- Courses: Software Engineering, Computer Architecture, Operating Systems, Computer Game Development

Gaston College — Aug. 2021 – May 2023
Associate's in Science, Dual Enrollment (Summa Cum Laude) — *Denver, NC*

EXPERIENCE

Undergraduate Artificial Intelligence Research Assistant — August 2024 – Sep. 2025
University of South Carolina — *Columbia, SC*
- Awarded a competitive undergraduate research grant to design and implement a **reinforcement-learning AI system**
- Developed a full Unity C# recreation of *Super Mario Bros.*, **integrating AI character control**

Undergraduate Research Assistant — Sep. 2025 – Present
University of South Carolina — *Columbia, SC*
- Engineered a full **MIPS32 Interpreter** in C++ with Godot, simulating **100+ instructions, memory, and register operations**
- Enhanced a virtual machine build for **real-time flow simulation**, improving student learning outcomes
- Conducted prototype testing with classroom students, collecting **survey-based usability data**

Levi Restaurants — (Summer Position) May 2021 – Present
Bank of America Stadium — *Charlotte, NC*
- Delivered customer service to **thousands of patrons per event** in a high-volume stadium environment
- Trained and mentored new staff on **service standards, workplace safety, and efficiency**

PROJECTS

KeyQuest - Music Learning Application | *Source Code* — **Java | JavaFX**
- Led a **5-person team** through GitHub-based sprint planning, achieving MVP delivery in **6 weeks**
- Designed intuitive UI/UX to maximize **engagement and accessibility**
- Built interactive sheet music display, providing **instant user feedback** on accuracy of play

2D Game - Rhythm Platformer | *Source Code* — **Unity | C# | Audacity**
- Directed a 3-person team to build a **hybrid platformer-rhythm game** in 3 weeks
- Designed character sprites and environments using **parallax design for visual depth**
- Composed original music for **synchronized rhythm-based gameplay**

3D Game - Shooter | *Source Code* — **Unity | C# | Blender | Audacity**
- Managed a 3-person development cycle over 2 months, delivering a **playable 3D prototype**
- **Modeled characters and environments in Blender** and integrated them into Unity
- Designed immersive soundscapes with **custom music and audio effects**

LEADERSHIP & AWARDS

Eagle Scout, Boy Scouts of America — 2022
- Earned the highest rank in Scouting, **demonstrating leadership, service, and project management**
- Led a community service project to build a long jump pit from concept through **execution, coordinating volunteers and resources**

TECHNICAL SKILLS

Game Engines: Unity, Unreal Engine, Godot
Languages: Java, C#, Python, C++, JavaScript, SQL, R, Matlab
Frameworks and Tools: React, Git, Linux, VS Code