MATTHEW LOPEZ

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EDUCATION

California Polytechnic State University *September 2019 - Present*
Bachelor of Science in Software Engineering
Projected graduation date: June 2023

WORK EXPERIENCE

Amazon - Los Angleles *June 2018*
Web Developer

· Worked with realistic 3D modeling. Learned about implementing advanced physics engines **Adobe - Los Angleles** *May 2019*
Systems Software Developer

· Worked with realistic 3D modeling. Learned about implementing advanced physics engines **Cisco - Santa Barbara** *June 2018 - August 2018*
Web Developer

· Worked with realistic 3D modeling. Learned about implementing advanced physics engines

PROJECTS

Pixel art generator
Built a tool that takes an image as input and samples the image to produce pixel art as output. Learned about CSS and Pylatex.

Procedurally Generated Map Maker
Browser-based application that allows users to procedurally generate a terrain map based on a random seed.

Pixel art generator
Built a tool that takes an image as input and samples the image to produce pixel art as output. Learned about CSS and Pylatex.

RELEVANT COURSEWORK

CPE 101 Fundamentals of Computer Science

CPE 202 - Data Structures

CPE 123 - Introduction to Computing

SOFT SKILLS

Goal setting, Friendliness, Analysis, Influence