

MATTHEW ZEMAN

SOFTWARE ENGINEER

CONTACT



(917) 485 2685



mzeman2203@gmail.com



Whitestone, New York



www.linkedin.com/in/MatthewEZeman



github.com/Mzema4818

EDUCATION

Bachelor's Degree

Computer Science

Queens College

Flushing, NY | Expected 2024

**Passed computer science NOCTI,
CTE certified 2020**

SKILLS

- Java, C#
- C++
- Javascript, HTML, CSS, Node, Express, mongoDB
- Python
- Unity, Blender
- SQL, Firebase
- Android Studio
- Final Cut Pro, Garage Band

HOBBIES



Martial Arts



Traveling



Video Games



Coding

PROFILE

Dedicated engineer with professional and self-taught experience in multiple languages. Risk-taker, and won't turn down opportunities to better himself. Flexible and calm under stressful situations

EXPERIENCE

Keyfood (Whitestone, New York) - Stock Clerk

NOVEMBER 2021 - PRESENT

- Became proficient in getting a task done with a team in a timely manner
- Trained new employees in usage of tools that may be needed at the job site

ShopRite (College Point, New York) - Cashier

OCTOBER 2020- NOVEMBER 2021

- Maintained a high standard of customer service during a fast-paced environment
- Learned to juggle multiple jobs at once
- Handled cash and card operations

Bayside Historical Society (Bayside, New York) - Internship

JANUARY 2020 - JUNE 2020

- Worked with BHS to develop a virtual tour of the establishment
- learned valuable problem solving skills to tackle a problem properly . The finished product is live here: <https://www.baysidehistorical.org/virtual-tour>
- This project required thinking outside the box, as proper tools were not supplied

PROJECTS

Until Tomorrow

JANUARY 2022 - PRESENT

- A 3D unity town building game where you try to protect your citizens as long as possible. This project let me explore mesh manipulation while applying more advanced physics to the characters in the game. Saving all the data such as positions and rotations by converting it to binary and saving it in a file.

Restaurants In Bayside

DECEMBER 2019 - JANUARY 2020

- Created a full stack web application using Java for the backend and jQuery and bootstrap for the frontend. The app searched for restaurants within Bayside. Searches were filterable by cuisine and resulted in the display of menus, images, and ratings. I used sql to retrieve the restaurant data.

The Magic Slime

JULY 2019 - OCTOBER 2019

- Platformer Android game available on the Google Play Store which can be found here <https://play.google.com/store/apps/details?id=com.tmd.tmd.TheMagicSlime>. Making this game I learned about event loops, account management to login and save data using firebase, and implemented basic physics for movement.

