

Vincent B. Mattingly

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Education

University of Kentucky

Bachelor of Science in Computer Science

Math Minor

Lexington, KY

May 2020

3.39 GPA

Relevant Courses

Multivariable Calculus	Logic and Theory of Computing, Automata
Differential Equations	Algorithms
Interpersonal Communications	Systems Programming (C, C++)
Discrete Mathematics	Electromagnetism
Graduate Programming Languages	Artificial Intelligence
Game development and design	Compilers
Graduate Databases	Statistics
Graduate Computer Security	Web Programming
Matrix Algebra	Game Theory

Skills

Languages: Lua, C#, Java, C++, Python, Haskell, TypeScript, JavaScript 6, HTML5, MySQL, C, SmallTalk, Common Lisp

OS: Windows, Ubuntu, Raspbian, Android, macOS

Programs: Unity, Blender, GIMP, Photoshop, Autodesk Inventory, Google Drive, Microsoft Office, Git, Visual Studio, Eclipse, MonoDevelop, Windows Command Line, Bash, Vim, Roblox Studio, LAMP Stack, Wordpress

Teamwork: Developing software in a multidisciplinary team setting. Excellent at developing new skills.

Hardware: Soldering, Hardware prototyping, Computer building

Organizations

Run Jump Dev (2015-Current)

Non-profit organization promoting game development in Lexington, Ky.

Work Experience

Overnight Programming Instructor. *internalDrive Summer Camps*

(Summer 2018)

idTech.com

- Taught children between the ages of 10-12 to make Roblox games using Lua
- Lesson and activity planning
- Speaking with parents
- Helping children debug their code

Independent Game Developer of "Tetragon Fortress"

(Fall of 2015-Current)

- Programmed a multiplayer first person shooter game
- Large active community with high developer-community engagement
- User generated levels and tools
- Persistent inventory
- Microtransactions
- Raytraced gun code using linear algebra
- Customized movement physics
- Custom windowing system built on basic UI elements