Matheus Werneck

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Projects

Grapple Planets

- Designed and developed an original 2D game using Godot as part of a team/individual entry for a national competition.
- Programmed core gameplay mechanics, user interface, and level design using C#, creating a fully playable experience.
- Implemented features such as collision detection, score tracking, and animation integration. Collaborated with peers on asset integration, debugging, and version control, showcasing technical communication and agile workflow

Password Generator

- Designed a password generator that would create random, secure passwords
- Optimized the generator so that it would run efficiently and effectively
- Ensured the generated passwords are put into a secure file that only the user can access

Tic-Tac-Toe Simulator (Academic Project)

- Simulated a Tic-Tac-Toe Board as a class in Java
- Implemented a system to calculate every possible outcome of a game of Tic-Tac-Toe
- Translated the outcomes into a tree where every node is a different possible move in Tic-Tac-Toe

Skills

- **General Skills:** Time management, Calculations, Problem Solving, Java, C++, C#, Collaborative Problem Solving, Leadership
- **Programming Languages:** Java, C++, C#
- **Operating Systems:** Linux (Arch)

Experience

Self Employed | Poulsbo, WA
Landscaper | 06/2024 - 09/2024

- Provided lawn care, landscaping, and yard maintenance services to 15+ recurring clients across the community.
- Completed over 200 hours of outdoor labor, including mowing, weeding, trimming, and debris removal, maintaining high client satisfaction and retention.
- Managed scheduling, communication, and payments independently, averaging $500+ in monthly earnings during peak seasons

Education

University of Washington | Computer Science and Software Engineering | Expected 06/2028

- **GPA:** 3.9
- Relevant coursework: Calculus (1, 2), Java Programming (1, 2), Data Structures and Algorithms (C++)