Matthew F. Pohlmann

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EDUCATION

University of Southern California *GPA: 3.93*

B.S., Computer Engineering and Computer Science *Expected Graduation May 2016*

M.S., Computer Science *Expected Graduation December 2016*

Video Game Programming Minor

Related Coursework:

Software Development	Computer Algorithms	Circuits and Electronics
Video Game Networking	Data Structures	Computer System Organization

SKILLS

Languages: C++, C#, PHP, Java, Swift, Objective-C

Tools: Visual Studio, Xcode, Unreal Engine 4, Unity3D, Eclipse, git, SVN, Perforce

Platforms: Windows 7/8.1, Apple OSX, iOS, Android

WORK EXPERIENCE

Zynga, Software Engineering Intern (C#, PHP) *Summer 2015*

- Contributing to new server-side systems used by the Zynga Poker team that dynamically place users in A/B testing groups in order to determine the most successful feature variants
- Working closely with other engineers to develop and test revenue-generating features for Zynga Poker
- Improving mobile client stability by fixing bugs that have noticeable impact on app ratings

Robocoin, Software Engineering Intern (C#, C++) *Summer 2014*

- Integrated new ATM hardware for Robocoin Kiosks by developing a multi-tiered native C++ to C# dll
- Marshaled complex structs from a Win32 API to and from unmanaged memory to be used in a C# app
- Utilized the Windows WndProc function for asynchronous callbacks
- Made use of C# threading for non-blocking dll method calls

PROJECTS

Online Zero-G Shooter (Lead Networking Engineer – C++, UE4) [IP] *CSCI 490 – Directed Research*

- Developing a capstone-scale game in Unreal Engine 4 with a dedicated team under professor Mike Zyda of the USC Games Program
- Implementing performant and usable multiplayer networking frameworks for a fast-paced, zero-gravity third person shooter that will be shown at the 2016 USC Graduate Advanced Final Games showcase

Multiplayer Networking (Independent Study – C++) *ITP 470 – ITP Practicum*

- Studied TCP/UDP socket programming using the Windows winsock library
- Built a chat client and simple networked DirectX game
- Utilizing new skills to create a multiplayer networked game in the Unreal 4 game engine

BulletTime (Gameplay Programmer – C#, Unity3D, Oculus Rift) *HackSC 2014*

- Designed and built a 3D puzzle-platformer in a team of 4 for the 2014 HackSC hackathon
- Built a proof of concept and one extensive playable level in which the player's lack of movement in 3D space stopped time (and all objects), and vice versa
- Won best Oculus Rift Hack, and placed in the top-ten hacks overall

Juiced (Gameplay Programmer – Objective-C, Cocos2D, Xcode) *ITP 382 – Mobile Game Development*

- Programmed the game's main mechanics and multitouch features as part of a team of four for a fast-paced iOS game with multiple game modes where the player throws discs into quadrants of the same color
- Optimized frame rates by way of sprite- and particle-batching to greatly reduce draw calls