

Bryan Matsumoto

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EDUCATION:

Pomona College, Claremont CA

Graduation Date: May 2015

Bachelor of Arts in Computer Science

Noteworthy Courses (Taken at Pomona College unless otherwise stated): Programming Languages (Harvey Mudd); Computer Graphics (Harvey Mudd); Video Game Console Design (Harvey Mudd); Algorithms; Database Systems (Claremont Mckenna); Computer Systems; Mobile Software Development; Linear Algebra

RELEVANT SKILLS:

Languages: Java, javascript, Python, C, C++, D with some Objective C, MySQL, Haskell, html/css, JQuery, and sml experience

Software: Adobe Photoshop, Adobe Illustrator, Unity, XCode, Sublime Text Editor, Eclipse, Processing, Arduino, vim

ACCOMPLISHMENTS & PROJECTS:

JellyCode (Senior Thesis Project)

– Educational game designed to teach programming to children with cerebral palsy through accessible UI. Built in Unity 4.6 for web browser

- 6 month project
- Constructed simple programming language parsed with tree structure

5CGameNetwork

– Social network type website built to connect Claremont college video gamers.

- 2-person team
- Created ER diagrams for database with players profiles, groups, and over 11,000 video games
- Utilized MySQL for functionality
- Bootstrap framework + Python scripting

NegEgg

– iOS game that uses gyroscope controls to roll an egg through levels.

- Made in XCode using Objective C
- 2-person team
- Utilized iOS SpriteKit and particle effects
- Not deployed to app store

“D.E.V.O.N” - 2nd Place Advanced Division Project 5C Hackathon Fall 2013

– Siri-like voice activated program for Windows computers

- 4-person team
- 12-hour time limit
- Added functionality to run .exe programs, play music
- Implemented text-to-speech and voice-to-text functionality through Java API's

“Design Your Wig”- 2nd Place Beginner Division Project 5C Hackathon Spring 2013

– Web application for rearranging furniture for the Wig student dorm on the Pomona College Campus.

- 3-person team
- 12-hour time limit
- Developed web interface to place and rotate objects using jquery

WORK EXPERIENCE:

Social Rules Project

June 2014/May 2015

Claremont, CA

Game Programmer

- Javascript programming in Unity for the Law of the Jungle educational game
- Game logic design and implementation
- Sprite animation
- UI Design

Toyo Miyatake Photography Studio
San Gabriel, CA

June 2013/August 2013

Assistant Photographer

- Digital Photo Editing with Adobe Photoshop
- Wedding Photography