

Matt Scudder

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Objective

My goals are to increase familiarity with physics engines and to gain further knowledge on game programming. My interests include game programming and autonomous robotics.

Education

- **University of Central Florida** **Orlando, FL**
Interdisciplinary Studies Major *Graduation Dec. 2015*
 - Interdisciplinary Studies with the main focus being in Computer Science and secondary focuses being in Physics and Psychology.
 - The combination of Computer Science, Physics and Psychology is beneficial to game design due to the recent interest in accurate physics in games as well as a psychology background that helps to create intuitive user interfaces.
 - **Pine View School for the Gifted** **Osprey, FL**
Graduation 2007
 - Ranked 6th best high school in the nation in 2007 by U.S. News.
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Core Technical Skills

Languages: C, Java, \LaTeX , Python

Side Projects

- **Android App Creation** *Spring 2015*
 - Created a card selector for the Dominion card game.
 - Created a remote to show a file selector and video player remote for the command line omx-player on a raspberry pi using ssh as a backend.
 - **Custom Quadcopter** *Winter 2014 - Current*
 - Built a quadcopter from scratch using an Arduino Uno as the flight controller. Modifications for the flight controller software are still under progress.
 - **redshift** *Spring 2014*
 - A Python Asteroids clone with an incentive for movement written for the Pygame framework.
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Extracurricular

- **Eagle Scout**
 - Only 4% of registered scouts attain the rank of Eagle.
- **National Youth Leadership Training Staff**
- **Member of UCF Ultimate Team: Havoc**