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.

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 omxplayer 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 fight 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.

Extracurricular

- **Eagle Scout**
  - Only 4% of registered scouts attain the rank of Eagle.

- **National Youth Leadership Trainer**