

Matthew Fernandez

Computer Engineer

PROJECT EXPERIENCE

January 2023 – December 2023 | Four Person Team

Cue-Cetera – Facial Cue Recognition App – Built in Android Studio

- Headed development of the User Interface, and page routing.
- Integrated several pre-existing packages to fit our application's unique design goals.
- Exercised clean code protocols by modularizing the former codebase to make future work and debugging easier.
- Collaborated with team by using Agile Development methodologies.

January 2022 – May 2022 | Four Person Team


Descent – Single Player Boss-Rush Game – Built with Unity

- Scripted Movement and Combat Logic for the playable Angler character, using coroutines and kinematics.
- Handled player animation integration, using enumerated move states with freely available Mixamo animations.
- Integrated music, art, animations, and logic into functional boss battles.

January 2022 | Two Person Team


Space Search – Single Player Word Trivia Game – Built in Android Studio

- Developed the front end of our application entirely in XML.
- Handled the design of the gameplay loop, giving the player access to multiple options in the main menu, while allowing the player to return to the main menu afterwards.
- Collaborated with my partner to integrate NASA database information into the gameplay loop.
- Won award for Best Space App powered by Space Force at a local hackathon.

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EDUCATION

2021 - 2024

University of Florida,

Gainesville, FL

Bachelor of Science, Computer Engineering

2018 - 2020

Santa Fe College,

Gainesville, FL

Associate of Arts, Engineering

RELEVANT SKILLS

Programming/Hardware Languages –

C/C++ (5 years)

Java (2 year)

C# (3 years)

VHDL (1 year)

XML, CSS, HTML (<1 year)

Various Assembly Languages

Movement Programming –

State Machine Encapsulation

3D Kinematics

Inheritance

Parameterization

User Interface Implementation –

Image Editing

I/O Processing

Back-End Linking

Hardware Design -

FSM Controllers

CPU Datapaths

Instruction Set Architectures