Matthew Fernandez

Computer Engineer

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Summary

Computer Engineering student at the **University of Florida**. With a lifelong passion for gaming, I am actively pursuing a career in the video game industry, with the intention of becoming a back-end video game developer. Inspired by my own intimate connections with video games at a young age, most notably Kingdom Hearts, Dark Cloud, and Spyro, I dream of eventually managing large-scale collaborative projects capable of making that same impact for future generations.

PROJECT EXPERIENCE

August 2022 – December 2022 | Four Person Team
Junk – Local Co-Op Multiplayer Game – Built on Unity

- Scripted a Movement State Machine for the playable characters, along with an Input Reader script to give players control.
- Scripted a Level Manager object that processed scene data to handle UI elements, data tracking, data transfer, and level end conditions.
- Integrated art, animations, and logic into functional levels.
- Collaborated with team by using Agile Development methodologies.

January 2022 – May 2022 | Four Person Team
Descent – Single Player Boss-Rush Game – Built on 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.

EDUCATION

2021 - 2023
University of Florida,
Gainesville, FL
Pursuing Bachelor of Science, Engineering
GPA: 3.71

2018 - 2020
Santa Fe College,
Gainesville, FL
Associate of Arts, Engineering
GPA: 3.93

RELEVANT SKILLS

Programming/Hardware Languages –
- C/C++ (2 years)
- Java (1 year)
- C# (1 year)
- 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