

# Matthew Fernandez

## Computer Engineer

### 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.

 (954) 668-8778

 fernandezmatthewkyle@gmail.com

 <https://www.linkedin.com/in/matthew-kyle-fernandez/>

 <https://fernandezmatthew.github.io/>

### EDUCATION

2018 - 2020

#### **Santa Fe College,**

**Gainesville, FL**

*Associate of Arts, Engineering*

GPA: 3.93

2021 - 2023

#### **University of Florida,**

**Gainesville, FL**

*Pursuing Bachelor of Science, Engineering*

GPA: 3.71

### 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