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| Matthew Fernandez  **Computer Engineer** | |
| |  | | --- | |  | |  | |  | |  | | **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** | | | 2021 - 2024  **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++ (3 years)  Java (1 year)  C# (2 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 | | |