MATTHEW I. CINTRON

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Full Online Portfolio: https://mattcintron.github.io/

EDUCATION   Long Island University, CW Post, Brookville, NY
                     M.A. Digital Media Developer   2013
                     Thesis: *The Corrupted*, Unity-based FPS Game GPA: 4.0

                     Rider University, Lawrenceville, New Jersey
                     Bachelor of Fine Arts   2011
                     Major: **Visual Arts**   Minor: **Chinese Studies**
                     GPA: 3.86 summa cum laude

HONORS   Graduate Assistantship in Digital Game Design, LIU Post 2011-2013 Outstanding Senior Award, Rider
                     University, 2011
                     Phi Sigma Tau, Philosophy Honors Society, 2011

EXPERIENCE:

Bristol Myers Squibb, Princeton, NJ
Data Scientist and Software Engineer, 2014 –Present
> *A few examples of projects I worked on in my 5+ years of dev experience at BMS:*
- Designed Software Databases for lab samples
- Designed Data visualization and Processing tools for Mass Spec Data
- Designed Data visualization and Processing tools for NMR data
- Built 3D Graphics tools to better plot Principle Component Analyses PCA Data
- Built Alexa Skills to help scientist's in lab's
- Built full voice interactive in house AI assistant, using basic natural language processing(NLP) to help scientist's record work and ask questions in labs-
- Designed Excel Add-ins to read and process data for Investigative Metabolomics
- Designed Software to help read data for Liquid Chromatography
- Built both the front end and back end for Bioinformatics team website
- Built Online automated Form development tools for Discovery Toxicology
- Built Online Metabolite Number and Projects database 's
- Put together Online database and data analyses work for Early Stage Drug Development

Rowan University, Glassboro, NJ
Adjunct Professor at Rowan University, Computer Science Department -2015 -Present
- Class– Intro to Game Design and Development

Developer Lead for Endless Void Studio's- Indie Game Company 2015 -Present
- Project Leader for *Dreams of Solari- 2D story RPG Released on Steam*
- Project Leader, and Programmer for *Crypt, The Black Tower – 3D PC RPG Released on Steam*
- Ran a successful Kickstarter Campaign for *Crypt* to gain funding for publishing

Long Island University, Brookville, NY
Graduate Assistant for Digital Game Design, Sept. 2011 – June, 2013
- Computer Lab Technician and Recruitment Outreach
- Animation/art/sound designer for *Winthrop Flu Busters* game
- Member of LIU Egg Labs Grant Coordination Team

SKILLS: **Software:** Visual Studio, Pycharm, React, Amazon Alexa, Amazon AWS,
                 MS Cognitive Services, Conda, Google Cloud, Unity… and others.
                 Programming Languages: C#, C++, Python , Java, Java Script , SQL, html5,
                 Frameworks: .NET, ASP.NET, Flask, Django, Tensor flow, Keras, Scikit learn.