

MATTHEW I. CINTRON

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

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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 Analyst 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 Leader for [Endless Void Studio's](#)- Indie Game Company 2015 -Present

- Project Leader for [Hunters Dark](#) – Pen and Paper RPG Books
- Project Leader for [Dreams of Solari](#)- Pen and Paper RPG Books
- 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, Amazon Alexa, Amazon AWS, MS Cognitive Services, Conda, Google Cloud, Unity ... and others

Programming Languages: C#, C++, Python , Java, Java Script , SQL, ASP.net, html5,

Frameworks: .NET, Flask, Django, Tensor flow.