MATTHEW I. CINTRON

311 Robert Morris Blvd Phone: 609.651.2153

Allentown, PA 18104 Email: matt Cintron@yahoo.com

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
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 <u>Dreams of Solari</u>- 2D story RPG Released on Steam
- Project Leader, and Programmer for Crypt, The Black Tower 3D PC RPG Released on Steam
- Ran a successful <u>Kickstarter Campaign</u> 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.