

Matthew Fong

Linked In: <https://www.linkedin.com/in/matthewfong3>
Website Portfolio: <https://matthewfong.herokuapp.com/>

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Education:

Rochester Institute of Technology

Bachelor of Science in Game Design and Development

Rochester, NY

May 2018

Overall GPA: 3.99/4.00

HONORS AND AWARDS: Summa Cum Laude, Dean's List Fall 2014 - Spring 2018

Bard High School Early College Queens, Bard College

New York, NY

Associate of Arts in Liberal Arts

June 2014

Projects:

- Tweeter App - (Twitter Clone)
 - Programmed core functionality of the application using NodeJS, React, Redis, MongoDB
 - Designed the look and feel and layout of the application using CSS3
- Arcade-Jam - 2v2 arcade shooter game - (Websockets)
 - Programmed core mechanics/functionality of a simple (2v2) arcade game while using NodeJS and Websockets to connect client browsers to server rooms (4 clients per server room/game session)
 - Designed the style and look and feel of the game using Canvas and CSS3
- King of the Ball - 1v1 Canvas Game - (Inspired by Playstation 4's BaraBariBall game mode in Sportsfriends)
 - Programmed the physics, core mechanics, functionality of the game using JavaScript
 - Designed level layouts, game menus, and style/look and feel of the game using Canvas and CSS3
- Dynamic Dash Prototype Game – (Inspired by the SpeedRunners Steam game)
 - Programmed some of the core game mechanics, such as Power-Up abilities
 - Designed layout of game levels
 - Designed GUI/UI elements and game menus
- Defend Sina - iOS Game – (Inspired by Attack on Titan anime show & Tower Defense games)
 - Programmed core mechanics/functionality of the game, such as basic player shooting
 - Designed emitter effects for power-up abilities
 - Designed GUI/UI elements and game menus
 - Lead sound designer (Sound Effects/Foley Art, Background Music)
- 3D Models - (Iron Man Helmet, Halo 2 Sniper Rifle, Sword Art Online Rapier)
 - Modeled, textured, and rigged several game objects inspired from videogames, movies, anime shows

Skills:

Programming Languages: C#, C++, JavaScript, HTML5, CSS3, SASS, ReactJS, NodeJS, AJAX, XML, JSON, ES6, Websockets, JQuery, Bootstrap, Canvas, Swift

Software: Visual Studio, Adobe Photoshop, Autodesk Maya, Unity, Brackets, Redis, MongoDB, MySQL, Processing, Xcode

Work Experience:

Kech Development

New York, NY

Web Developer

March 2019

- Revamped and designed layout of company website
- Implemented and designed a new company website
- Designed business cards and postcards using Adobe Photoshop and Nitro

Envy Media Company

Office Administration

Bayport, NY

October-December 2018

- Responsible for pulling down and recording company invoices
- Interacted with company clients and designers through phone calls in a professional manner
- Oversaw and managed overall project flow
- Handled all billing for company clients and designers
- Assisted in product assembly (folding, gluing, custom assembly of prototype box products)
- Organized and kept track of inventory

iD Tech Camp

Instructor

Columbia University, NY

May-August 2017

- Taught JavaScript coding, 3D modeling in Autodesk Maya, Game Design and C# scripting in Unity, Tynker classes to iD Tech Camp students

- Led and assisted with indoor/outdoor activities and supervised students during lunch/activity time

Caffe Bene
Server, Cashier

Astoria, NY
May-August 2016

- Served customers while maintaining a friendly and outgoing attitude
- Assisted with store closing after open hours (cleaning the store, sweeping/mopping the floor, taking out trash)

Activities/Interests:

- Videogames: Streaming League of Legends, Counter-Strike: Global Offensive (CSGO), etc. on Twitch
- Sports: Basketball, Badminton, Ping Pong, Billiards
- Volunteered at American Cancer Society (ACS)