

Matthew Fong

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Website Portfolio: <https://people.rit.edu/mxf9125/230/portfolio/index.html>

Objective: To obtain a cooperative education position as a web/app developer/game designer/programmer.
Available May 2017

Education:

Rochester Institute of Technology, Rochester, NY

Bachelor of Science in Game Design and Development, expected May 2018

GPA: 3.99

HONORS AND AWARDS: Dean's List Fall 2014 - Fall 2017

Projects:

- Unity Mario Kart
 - Programmed autonomous behavior for game objects and designed a level showcasing autonomous agent behavior.
 - Portfolio Websites
 - Programmed HTML5, CSS3, React, NodeJS for a website project showcasing my portfolio
 - 3D Models
 - Modeled, textured, and rigged several game objects inspired from videogames, movies, and anime shows
 - Bombs Away Prototype Game
 - Programmed game elements, such as Camera and Context Menu, and designed GUI elements and game levels
 - Dynamic Dash Prototype Game
 - Programmed some of the core game mechanics, such as Power-Up abilities, and designed UI elements and game levels
 - Audio Visualizer in Canvas
 - Programmed functionality and designed visual experience of visualizer
 - King of the Ball (1v1) Canvas Game (Inspired by Bara Bari Ball on the PS4)
 - Programmed the physics, core mechanics, functionality of the game and designed level layouts
 - Comics Spot App (Combination of 2 API's)
 - Programmed core functionality and designed the application
 - Combines Marvel's API and ComicVine's API to grab information based on user search request
 - mazahS (Reverse Shazam) App
 - Programmed the core functionality of the application using NodeJS and MusixMatch's API
 - Tweeter (Twitter Clone) App
 - Programmed core functionality of the application using NodeJS, React, Redis, MongoDB
 - Arcade-Jam (Websockets)
 - Programmed core mechanics/functionality of a simple 4 player (2v2) arcade game while using socket.io and NodeJS to connect client browsers to server rooms (4 clients per server room/game session)
 - Defend Sina (iOS Game)
 - Programmed core mechanics/functionality of the game and designed emitter effects for power-ups
 - Golf It? (iOS Game)
 - Programmed core mechanics/functionality of the game, designed level layouts, and sound designer (Sound Effects/Foley Art)
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Skills:

Programming Languages: C#, JavaScript, HTML5, CSS3, C++, React, Canvas, Swift, Redis, MongoDB, NodeJS

Software: Visual Studio 2017, Adobe Photoshop, Autodesk Maya, Processing, Unity, Brackets, Xcode

Experience:

Caffe Bene Astoria, NY
Cashier, Server May-August 2016

- Served customers while maintaining a friendly, outgoing attitude
- Cleaned the store after closing

iD Tech Camp Columbia University, NY
Instructor Summer 2017

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

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