Matthew Fong

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Website Portfolio: https://matthewfong.herokuapp.com/

Objective: To obtain a cooperative education position as a web/app developer/game designer/programmer.
Available May 2018

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
Bard College
Associate of Arts in Liberal Arts

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)

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

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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)