Matthew Fong

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Projects:

- Deserted Game (Unreal Engine 5)
  - Implemented Enhanced Player Input Subsystem for player controls, such as movement, crouching, jumping, shooting, reloading, aim down sight (ADS) and smooth transition logic between player states
  - Developed weapon struct system allowing implementation of various different types of weapons
  - Implemented different weapon gun fire modes (automatic fire, semi-automatic fire, burst fire) on different weapons, allowing the player to switch a weapon's fire mode
  - Scripted a time trial minigame feature in the shooting range level
  - Implemented a weapon buy system similar to Call of Duty Zombies mode, where the player can spend points to purchase weapons around the map or replenish ammo
- Adventure Time Game (Unreal Engine 5)
  - Programmed player controls such as movement, jumping, attacking
  - Scripted various enemy AI logic using AI Controller, such as edge detection, enemy detection, simple autonomous behavior (seeking when the player is in range or free roaming)
  - Designed and implemented the layout and flow of the level
- Arcade-Jam Game
  - Developed a simple 2-versus-2 (air-hockey-like) team-based fast-paced arcade-shooter Canvas game, using NodeJS and ExpressJS framework, while demonstrating understanding of Websockets (socket.io) to connect unique client browsers to an interactive game session (server room)
  - Programmed core mechanics/functionality of the game using Object-Oriented Programming in JavaScript, including basic player movement, firing bullets, bullet shielding, collision-detection, simple physics system and player scoring
  - Handled the communication logic between client browsers and the server with regards to sending and receiving data across all clients and server, in order to simulate a near real-time game experience for players
  - Designed the style/look and feel of the game using CSS3
- Dynamic Dash Game - Inspired by Steam's "Speedrunners" game
  - Programmed some of the core game mechanics using Object-Oriented Programming, such as Power-Up abilities, in C#
  - Wrote C# scripts to handle the interactions between different power-up abilities and how they affect the players
  - Designed layout and obstacles of each level/race course in the Unity editor
  - Designed GUI elements and UI menus of the game in Unity

Skills:
Programming Languages: C++, JavaScript, C#
Tools: HTML5, CSS3, Sass, Flexbox, ES6, NodeJS, ExpressJS, REST, MVC framework, ReactJS, JQuery, Object-Oriented Programming, Websockets (socket.io), Canvas
Software: Unreal Engine 5, Blender, Visual Studio, VS Code, Autodesk Maya, Unity

Education:
Rochester Institute of Technology Rochester, NY
Master of Science in Game Design and Development Expected May 2027
Bachelor of Science in Game Design and Development, Immersion in Music May 2018
Overall GPA: 4.00/4.00
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

Work Experience:
Warren Street Hotel New York, NY
Guest Service Ambassador June-September 2024

- Collaborated with other department managers to ensure upcoming deadlines were met
- Clear and prompt communication between different departments within the company, regarding special guest needs, requests, inquiries
- Regularly following up with guests to gain feedback and ensure their stay and service provided was nothing less of perfection

The Langham Fifth Avenue, New York New York, NY
Guest Service Ambassador May 2022-April 2024

- Collaborated with supervisors and team members in brainstorming new ideas to improve workflow efficiency
- Flexibility in assisting supervisor and team members with various tasks as necessary during peak business hours
- Listened to guest complaints, diffusing tense situations and implementing solutions to ensure maximum guest satisfaction

Almax Taxi Brokers LLC New York, NY
Full Stack Web Developer January 2021-May 2022

- Translated wireframes and design layouts into a prototype NodeJS, ExpressJS (MERN) web services site
- Implemented password change feature for all user accounts
- Built and designed reactive web pages and dynamic forms using HTML5, CSS3 and ReactJS