

MATTHEW GOEMBEL

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OBJECTIVE

Disciplined and reliable worker with excellent critical thinking and problem-solving abilities. A quick study with a proven record of working collaboratively to achieve goals. Experienced in multi-language programming and software development with a flair for cloud computing. Intrigued by full-stack video game development, but open to all branches of software engineering.

EDUCATION

Florida Institute of Technology

Bachelor of Science in Software Engineering

Melbourne, FL

August 2022 - Dec 2025

(Early)

- Panther Fund Academic Scholarship Recipient 2022-2024
- Awarded FL Tech Grant, Federal Supplemental Grant, and Federal Pell Grant 2022-2024
- Dean's List - Spring/Fall 2022 - 2024
- Florida Tech Varsity Swimming 2022 - 2023, Florida Tech Club Swim 2024 - present.

TECHNICAL SKILLS

Relevant Coursework: Intro to Software Eng, Algorithms and Data Structures, Fund. of Software Development, Computer Org. and Machine Programming, Prog. in a Second Language (Python), Prog. Language Concepts, Database Systems, Operating Sys. Concepts, Requirements Eng, Formal Lang/Auto Th, Software Metrics & Modeling, Software Design Methods, Intro Art Intelligence.

- Strong programming skills in Java, Python, C, C++, and SQL.
- Experienced working with cloud applications and proficient with all Microsoft Office applications.
- Creative and skilled at basic game development using Javascript, HTML, CSS, WebGL.
- Great at creating engaging content and managing online platforms/websites.

EXPERIENCE

Lochmere Swim Club

Head Swim Coach

Cary, NC, USA

May 2022 - Aug 2024

(Seasonal)

- Lead the 2022 and 2024 team to win the Division IV Conference Championship.
- Organized and monitored daily practice sessions.
- Designed the clothing and literature for the 2021-2024 team.
- Installed and managed the digital timing/tracking system every meet.

Red Storm Entertainment

Play tester

Remote

January 2024 - Present

- Ensure the game has been thoroughly tested for any bugs and works properly.
- Provide detailed feedback to developers to ensure the highest quality game.
- Tested various aspects of the game, noting any areas that could be improved.

Carolina Cabinet Specialist

Website & Social Media Manager

Cary, NC, USA

July 2024 - Present

- Boosted brand presence with targeted social media strategies.
- Used data insights to guide SEO and marketing efforts.
- Optimized website functionality by managing content to enhance user engagement and site performance.

PROJECTS

Feudal Tactics - Open Source Strategy Game

Software Engineer Student

January 2024 - May 2024

- Programmed in primarily Java language.
- Completed several open issues and extended game functionality.
- Enhanced GUI and beginner-friendly features.
- Merged commits to the main project branch.

New Project - CoolCyberGames: Interactive Cybersecurity Learning Platform

January 2025 - Dec 2025

CERTIFICATIONS & AWARDS

- AWS Certified Cloud Practitioner (March 2024)

SKILLS & INTERESTS

Skills: Java, Python, C, C++, SQL, Linux, AWS, Microsoft Azure, Docker, Jira, GitHub/Git, Open-source, Basic Kubernetes, Microsoft Office, AutoCAD, Inventor, Data Structures & Algorithms, Content Creation, Editing, Blockchain & Market Knowledge

Extracurriculars: Bodybuilding/Lifting, Physical Fitness, Trading, Competitive Swimming, Gaming