MATTHEW KOSAREK

🖥 Software Developer

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🇺🇸 United States Citizen

Languages	
JavaScript/TypeScript	5 yrs
C#	2½ yrs
Python	2½ yrs
C/C++	1 yr
Java	1 yr

Technologies	
React	5 yrs
node.js	2½ yrs
Unity	2½ yrs
ASP.NET	2½ yrs
OpenGL	1 yr

Tools	
Git	5 yrs
Linux	5 yrs
VSCode	2½ yrs
Visual Studio	2½ yrs
Webpack	2½ yrs
Docker	1 yr

EXPERIENCE

Software Team Lead for MachineApps Vention
July 2020 to Present Montreal, QC

- Developed industrial software applications including cobot palletizers, cartesian palletizers, and path following machines
- Programmed, deployed, and supported several client projects valued over $100k+ USD each
- Developed the core user-facing API for programming industrial machines in Python
- Interfaced with both technical and non-technical teams on a daily basis
- Planned and organized long-term projects and daily tasks via Asana and Github Projects
- Programmed thousands of lines across the codebase, from the firmware running on a BeagleBone AI to the application layer running in the cloud
- Onboarded and mentored new members of the team

Software Engineer I Big Huge Games
January 2018 to June 2020 Timonium, MD

- Developed and maintained the data pipeline - from data entry, to data validation, to data publication - for Arcane Showdown
- Designed, built, and maintained a live operations scheduling and publishing web application for DomiNations
- Implemented a localization system for Arcane Showdown which allowed the game to be released in different languages
- Implemented game features on all parts of the stack, including tools, Unity client, and game servers

Teaching Assistant for Intro to Video Game Design Johns Hopkins University
September 2017 to December 2017 Baltimore, MD

- Assisted beginner programmers in the development of 2D game engines using SDL2

Software Engineering Intern Big Huge Games
May 2017 to August 2017 Timonium, MD

- Developed a tool using C# and GTK to improve the workflow of the quality assurance team for DomiNations
- Wrote a comprehensive user manual that explains how the tool functions for both technical and non-technical users

Software Engineering Intern Sparkypants Studios
May 2016 to August 2016 Baltimore, MD

- Developed a profiling framework for the game systems of Dropzone

EDUCATION

BSc Computer Engineering at Johns Hopkins University Baltimore, MD
September 2014 to December 2017

- 3.53 GPA (Magna Cum Laude)
- Relevant Coursework: Computer Graphics, Object Oriented Software Engineering, Linear Algebra, Video Game Engines and Design, Operating Systems, Data Structures

PROJECTS

- My **self-hosted personal website** where I do small projects in WebAssembly and OpenGL: matthewkosarek.xyz
- A **game engine** that I built in C++ and OpenGL: github.com/mattkae/MatteEngine
- My **self-installing emacs configuration**: git.matthewkosarek.xyz/emacs_config/
- Unfinished website about **realtime physics in video games**: physicsforgames.com/