

# Matthew Albrecht

Software developer with 4+ years of experience in software development, project management, and communication.

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Menomonee Falls, WI 53051  
**Willing to relocate: Anywhere**

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**(414)-429-1461**

## EXPERIENCE

### **Hamilton School District, Sussex Wisconsin — Custodial Help**

Summer 2018

- Cleaning of district schools over the summer
- Organization of materials

### **FIRST Charger Robotics, Sussex Wisconsin — Programmer**

2014 - 2018

#### **Responsibilities**

- Developing code to be run in a competitive environment
- Training members in C++ and Java
- Communication with the team
- Debugging in complex running environments
- Documentation of various active processes

#### **Achievements**

- Reliable management, and a new project structure
- Creation of a reliable vision tracking system
- Development of a advanced swerve drive

## EDUCATION

### **Hamilton High School, Sussex Wisconsin**

2014 - 2018

- 3.0 Cumulative GPA
- AP courses: Calculus BC, Physics 1, Physics 2, Comparative Government and Politics, United States Government and Politics, Macroeconomics

## LINKS

<https://linkedin.com/in/mattparks5855>

<https://github.com/mattparks>

<https://mattparks.github.io>

## SKILLS

*Object-Oriented Programming •*

*Open Source Software •*

*Team Communication*

## LANGUAGES

*C++ • C • Java • C# • HTML • CSS •  
JavaScript • Node.JS*

## SOFTWARE

*JetBrains IDEs • Visual Studio •  
Unity Engine • Unreal Engine •  
Git • Trello • G Suite • Office 360*

## PROJECTS

### **Acid Engine** — <https://github.com/Equilibrium-Games/Acid>

2017-06 - Present

- C++ with CMake as the build system
- Vulkan rendering API
- Efficient usage of available hardware
- Bullet physics, and custom vector maths
- Open source, version control

### **Polyorbis** — <https://equilgame.itch.io/polyorbis>

2017-02

- Written using Flounder
- Created for Ludum Dare 38 in 72 hours
- 3D game with 2D classic game elements

### **New Kosmos** — <https://github.com/mattparks/New-Kosmos>

2016-08 - 2017-07

- Written using Flounder
- Implementation of hexagonal voxels
- Simple procedural biomes
- Networked multiplayer

### **Flounder** — <https://github.com/mattparks/Flounder-Engine>

2015-02 - 2017-06

- Java using LWJGL
- Used to learn modern graphics
- Multiplayer networking
- Modular component game engine