

# Matthew Albrecht

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## 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

## EXPERIENCE

### FIRST Charger Robotics, Sussex Wisconsin — Programmer

2014 - 2018

#### Responsibilities

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

#### Achievements

- Reliable management, and a new project structure
- Creation of OpenCV vision tracking
- Development of inverse kinematic swerve drive

## PROJECTS

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

2017.06 - Present

- C++ with CMake as the build system
- Designed a Vulkan rendering API
- Implemented efficient usage of available hardware
- Bullet physics, and custom vector maths
- Open source, version controlled

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

2017.02

- A game written using my LWJGL engine
- Created for Ludum Dare 38 in 72 hours
- 3D game with classic 2D game elements

## LINKS

<https://github.com/mattparks>  
<https://linkedin.com/in/mattparks5855>  
<https://www.mattparks.net>

## SKILLS

Object-Oriented Programming •  
Graphics Programming • Open Source  
Software • Team Communication

## LANGUAGES

C++ • CMake • C# • Java • Spring •  
HTML • CSS • JavaScript • Node.JS •  
MySQL

## SOFTWARE

Git • Linux • Visual Studio • JetBrains  
Software • MySQL Workbench • Trello