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
- Training 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 control

Polyorbis — *https://equilgame.itch.io/polyorbis*

2017.02

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

LINKS

https://github.com/mattparks
http://mattparks.net
https://linkedin.com/in/mattparks5855

SKILLS

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

LANGUAGES

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

SOFTWARE

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