Matthew Albrecht

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

W216N5852 Memorial Dr
Menomonee Falls, WI 53051
Willing to relocate: Anywhere

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(414)-429-1461

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
- 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