MATTHEW WAGAR
TECHNICAL ARTIST - GAME DEVELOPER

WWW.MWAGAR.COM   (203)505-5806   MATTYWAGAR@GMAIL.COM

EDUCATION

Drexel University - Philadelphia, PA   **September 2014 - June 2019**
Bachelor of Science in Computer Science
Concentration in Video Game Development
Minor in Animation and Visual Effects
Minor in Virtual Reality and Immersive Media Design

SKILLS

Programming
- C / C++ / C#
- Python
- Javascript / HTML5
- Java

Game Development Tools
- Unity3D
- Unreal Engine 4
- HLSL/ Cg / Shader Lab
- OpenGL / WebGL

Art Tools
- Houdini
- Maya
- Adobe Creative Suite
- Motion Builder / Vicon Blade

EXPERIENCE

SideFX Software – Santa Monica, CA   **January 2020 - June 2020**
Houdini Games Intern
- Researched and developed new workflows that integrate Houdini with Unity
- Learned and applied procedural modeling and texturing techniques in Houdini
- Programmed in Python, Vex, and C# to create custom tools and UI systems in Houdini and Unity

Night Kitchen Interactive – Philadelphia, PA   **March 2018 - September 2018**
Unity3D Developer
- Developed Augmented Reality experiences for Museums in Philadelphia using Unity and Vuforia
- Designed UI and UX for AR Experiences in Adobe Illustrator
- Constructed a Model View Controller architecture within Unity3D with custom editor tools for designers

KieranTimberlake - Architecture Firm – Philadelphia, PA   **March 2017 - September 2017**
Front-End Web Developer
- Led front-end development for a web app called Roast™ that surveys comfort of employees in a work space
- Contributed in design meetings on crucial UI and UX decisions

National Board of Medical Examiners – Philadelphia, PA
Front-End Web Developer   **March 2016 - September 2016**
- Developed an enterprise-level web app that grades physician's "Doctor-Patient Relationship" skills
- Utilized UI Development practices such as Model-View-Controller architecture

Personal Projects
- **The Story Graph**
  Independently developed a Node-Based Visual Scripting tool that is available on Unity Asset Store
- **Hyperhop: Galactic Lancer (Technical Artist)**
  Created houdini assets as well as rigged for a boss fighting game about throwing lances at evil planets
- **And The Crowd Goes Wild (Programmer / Technical Artist / Animator)**
  Created a VR Magic Show experience using the Leap Motion Gesture Tracking to cast magic on an audience
- **BioShroom (Project Lead / Programmer / Technical Artist / 3D Generalist)**
  Designed and Developed a first-person exploration game about researching and breeding mushrooms