Matthew Bradberry
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[EXPERIENCE]

Machine Zone | Senior Software Engineer – Engine
August 2015 – Present

- Core engine tech – developing cross platform features for "Game of War", "Mobile Strike", and "Final Fantasy XV Mobile"
- Areas of development include graphics (OpenGL), UI rendering, asset pipeline
- Primary language used is C++ with Objective-C (iOS) and Java (Android)

GREE | Software Engineer
January 2014 – August 2015

- iOS engineer on "War of Nations"
- Client engineer on a 3D military strategy game built in Unity
- Developed SDKs on the tools team for marketing, analytics, and cross promotion
- Developed rapid prototypes of gameplay features for the R&D team

Zynga | Software Engineer – Intern
September 2013 – December 2013

- Development of core gameplay features
- Tools development primarily focused on the studio's content management system

Nielsen | Software Engineer
December 2011 – June 2012

- Administrator of team's data and compute grid cluster running Apache Hadoop
- Development of a J2EE application for audio signature matching using grid computing with Apache Hadoop

[EDUCATION]

University of Central Florida | M.S. Interactive Technology
2012 – 2013

- Research and implementation of large-scale interactive software systems on multiple platforms
- Strong focus on graphics programming and tools development

University of South Florida | B.S. Computer Science
2007 – 2011

- Strong background in data structures, algorithms, software architecture, and mathematics