

Matthew Bradberry
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[EXPERIENCE]

Machine Zone :: Software Engineer - Engine

August 2015 - Present

- Developing core cross platform features for Game of War and Mobile Strike
- 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

- Client engineer on a 3D military simulation game built for iOS and Android
- 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

August 2012 - December 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

August 2007 - December 2011

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