Matthew Bradberry

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[Relevant skills]

* C++ (Primary)
* Experience in all mainstream compiled languages and several scripting languages
* Proficiency in developing a wide range of interactive technology and simulations
* Graphics programming and 3D mathematics (demos available)
* Large-scale system design including development of robust SDKs and clean APIs

[Experience]

GREE - Software Engineer, Jan 2014 - Present

* Client engineer on a 3D military simulation game built for iOS and Android
* Developed SDKs on the tools team for handling marketing and analytics data and managing cross promotion of products for all of the company’s games
* Developed rapid prototypes of gameplay features for the R&D team

Zynga - Software Engineer Intern, Sep 2013 - Dec 2013

* Development of core gameplay features
* Tools development using Ruby, primarily dealing with the studio’s content management system

Nielsen - Software Engineer, Dec 2011 - Jun 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
* Responsible for major port of the company’s international audio signature from C++ to Java

[Education]

University of Central Florida - M.S. Interactive Technology, Aug 2012 - Dec 2013

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

University of South Florida - B.S. Computer Science, Aug 2007 - Dec 2011

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