Matthew Hendrickson

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SUMMARY

Passionate and highly motivated game developer with hands-on experience in both mobile and desktop platforms. Eager to contribute technical expertise and creativity to a dynamic game studio, focusing on delivering high-quality, interactive gameplay that captivates players. Adept at collaborating in cross-functional teams, optimizing performance, and solving complex challenges in game development.

EXPERIENCE

Software Developer
SAVVAS Learning Company   *June 2023 – Present*

- Contributed to the development of a flashcard iOS mobile application using Xcode, SwiftUI, and Storyboards for K-12 students.
- Bugfixed, upgraded, and deprecated various microservices using Spring and Java as well as Angular and Typescript.
- Utilized TestNG, Jenkins, JMeter, and AWS to conduct thorough smoke testing of SAVVAS services.
- Identified and addressed front-end accessibility issues, enhancing the user experience by implementing WCAG guidelines.

Technical Game Programmer
Toontown: Corporate Clash   *December 2023 – August 2024*

- Contributed to the development on the popular MMO *Toontown: Corporate Clash.* In the Panda3D game engine.
- Increased netcode reliability, security, and error handling using Disney's Astron MMO networking technology.
- Added in player-centric features and server-side code to help eliminate griefing behaviors from the game.
- Implemented bugfixes, balance patches, and special events to the gameplay loop, ensuring a seamless gameplay experience.

Game Programmer
IDeaS Studio: Free Body Diagram App   *July 2023 – December 2023*

- Contributed to the development of a physics-based free body diagram app for students in the Unity Engine.
- Rewrote and optimized the codebase of the game, reducing tech debt and improving game efficiency.
- Implemented best practices in project documentation, resulting in a substantial increase in code quality and maintainability.
- Collaborated with cross-functional teams to identify software defects, ensuring a seamless gameplay experience.

PROJECTS

Project Lead
Incognito Interactive: Imperius   *June 2023 – June 2024*

- Managed end-to-end development of Imperius, a 3D space RTS game, overseeing project management, programming, and VFX design.
- Delivered a majority of the project's codebase, including 3D pathfinding, networked four-player multiplayer, in-game economy, special abilities, and other strategic gameplay layers.
- Optimized key game mechanics using multithreading and distributed computing with Unity's DOTS, GPU particle instancing, and Netcode allowing for large scale combat with over a hundred on screen units.
- Developed a wide arrange of 24 ships and 12 buildings, each with unique rolls, abilities, and weapons.
- Developed and adapted a comprehensive range of VFX assets, including both particle effects and HLSL shaders.
- Garnered awards for technical excellence and best overall game from WPI and Quinnipiac University, respectively.

EDUCATION

BS Computer Science
BS Interactive Media & Game Technology

Worcester Polytechnic Institute • Worcester, MA • 2023 • *4.00 GPA*

SKILLS

Game Engines: Unity Engine, Panda3D

Object-Oriented Design: C#, Java, Typescript, Python

Project Organization: GitHub, Jira, Scrum, Agile