

# Matthew Hendrickson

## Software Engineer/Game Designer



### About me

**My name is Matthew Hendrickson,** I have plenty of experience in managing software development teams. I code primarily in the Unity game engine. I hope to get a job as a systems programmer or other coding role at a game studio. I specialize in RTS games, but I also have experience coding for other genres such as platformers, shooters, and VR games.

### Skills

- Object-Oriented Design
- Project Management
- Version Control
- Scrum/Agile
- AI/Machine Learning
- Technical Support

### Programming Languages

- Java
- Python
- Javascript
- C#
- SQL
  - PostgreSQL
  - Oracle LiveSQL

### Software

- Unity Engine
  - Netcode
  - Particle System
  - JOBS
  - FMOD
  - Profiler
- Hacknplan
- Adobe Photoshop
- DBeaver
- Trello
- Git/GitHub
- Microsoft Office
- Jetbrains Suite
  - IntelliJ IDEA
  - WebStorm
  - Rider

### Education

#### 09/21 - 05/23 Worcester Polytechnic Institute

**GPA: 4.00**

📍 Worcester, MA

- Computer Science  
🎓 Bachelor of Science (High Distinction)  
Interactive Media & Game Tech  
🎓 Bachelor of Science (High Distinction)

#### 09/19 - 05/21 Quinnipiac University

**GPA: 3.98**

📍 Hamden, CT

- Computer Science  
🎓 N/A (Transferred)  
Game Design & Development  
🎓 N/A (Transferred)

### Experience

#### Associate Software Developer 06/2023 - Current 🗂 Remote

SAVVAS | [www.savvas.com](http://www.savvas.com)

- Angular, PostgreSQL, Node.js, Springboot, and AWS development in contribution to the website and online learning platform of SAVVAS.

#### Tech Support Assistant Supervisor 08/2020 - 08/2021 🗂 Hamden, CT

Quinnipiac University | [www.qu.edu/info-for/information-technology-services](http://www.qu.edu/info-for/information-technology-services)

- Provided comprehensive support and problem resolution to users concerning both personal and university software and hardware.
- Helpdesk, breakfix, maintained and upgraded university technology.
- Provided support to students, professors, and faculty with Windows, Mac, Android, and iOS devices.

#### Peer Tutor 01/2021 - 08/2021 🗂 Hamden, CT

Quinnipiac University | [www.qu.edu/student-life/support-services/](http://www.qu.edu/student-life/support-services/)

- Tutored students in various programming-related topics in the languages JavaScript, C#, and Java for the Quinnipiac Learning Commons.
- Assisted with class questions, emails, and projects
- Demoed and explained programming fundamentals during class time

### Projects

#### Lead Developer 09/2019 - Current 🗂 Remote

Imperius | <https://store.steampowered.com/app/1653880/Imperius/>

- Led a team of six game developers to create an 3D space RTS game with a six mission campaign and four player multiplayer.
- Wrote a 60 page narrative and recorded 20+ voice actors
- Designed, implemented, and forked numerous C# APIs to create a robust multithreaded game loop.
- Won awards for technical excellence and best overall game at WPI and Quinnipiac University respectively.

#### Database Developer 05/2022 - 07/2022 🗂 Worcester, MA

ASSISTments | [new.assistments.org](http://new.assistments.org)

- Simulated using deep contextual bandits to predict next problem correctness on ASSISTments data.
- Created features for the real time learning service in SQL databases.

#### Project Manager 03/2022 - 05/2022 🗂 Worcester, MA

WPI/Brigham & Women's Hospital | [www.brighamandwomens.org](http://www.brighamandwomens.org)

- Led a team of eleven programmers to create a medical equipment tracking and workflow application.
- Demoed application to the Brigham & Women's Hospital representatives.
- Applied scrum/agile methodologies alongside software design patterns in Java.