



www.mchendrickson.com



mchendrickson@wpi.edu



www.github.com/mchendrickson

# Matthew Hendrickson

Software Developer/Game Engineer

## About me

**My name is Matthew Hendrickson**, I am a highly motivated and talented programmer/game developer seeking a career at a game studio. I am dedicated to leveraging my software development expertise and experience leading development teams to contribute to the creation of innovative gaming experiences.

## Skills

- Object-Oriented Design
- Scrum/Agile
- Collaborative Design
- AI/Machine Learning
- Full-Stack Development
- Systems Design

## Programming Languages

- Java
- C#
- Python
- SQL
- Typescript/Javascript
- C++

## Software

- Unity Engine
  - Netcode
  - Particle System
  - JOBS
  - FMOD
  - Profiler
- DBeaver
- Git/GitHub
- Microsoft Office
- JetBrains Suite
  - IntelliJ
  - WebStorm
  - Rider
- Jira/Hacknplan/Trello

## Education

**09/21 - 05/23 Worcester Polytechnic Institute**  
**GPA: 4.00**  
 Computer Science  
 Bachelor of Science (High Distinction)  
 Interactive Media & Game Tech  
 Bachelor of Science (High Distinction)  
 Worcester, MA

**09/19 - 05/21 Quinnipiac University**  
**GPA: 3.98**  
 Computer Science  
 N/A (Transferred)  
 Game Design & Development  
 N/A (Transferred)  
 Hamden, CT

## Experience

**Associate Software Developer** 06/2023 - Current Remote  
 SAVVAS | www.savvas.com

- Mobile application development using Xcode, SwiftUI, and Storyboards for the SAVVAS online learning platform.
- Leveraged TestNG, Jenkins, JMeter, and AWS for comprehensive smoke testing.
- Diagnosed and resolved various front-end accessibility issues.
- Refactored outdated legacy code to conform to OOP principals.

**Game Programmer** 07/2023 - 12/2023 Remote (Contract)  
 IDeaS Studio | ids.wpi.edu

- Refactored the majority of the codebase to align with OOP methodologies, increase performance, and fix bugs.
- Improved overall documentation, including tracking documents.

**Unity Playtester** 08/2022 - 12/2022 Remote (Contract)  
 MassDigi | www.unity.com/ai

- Developed machine learning data for Unity Technologies.
- (Non-disclosure agreement)

## Projects

**Project Lead** 06/2023 - Current Remote  
 Imperius | Incognito Interactive

- Led the project management, development, programming, narrative design, and VFX design for the space RTS game Imperius.
- Delivered a substantial portion of the project's codebase, including 3D pathfinding mechanics and four-player multiplayer.
- Introduced and fine-tuned key game mechanics, optimizing the in-game economy, special abilities, ship variants, and strategic gameplay layers.
- Navigated negotiations with potential publishers and investors.
- Crafted an immersive 60+ page narrative, overseeing a large cast of 20+ voice actors during studio recordings.
- 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.

**Database Developer** 05/2022 - 07/2022 Worcester, MA  
 ASSISTments | new.assistments.org

- Simulated using deep contextual bandits to recommend support messages to students on ASSISTments data.
- Wrote SQL queries to create and update statistics on users and educational content for use in the reinforcement learning service.