

Matthew Hendrickson

Software Engineer/Game Designer



About me

My name is Matthew Hendrickson, I am a highly motivated and talented game systems/AI programmer 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
- Project Management
- Version Control
- Scrum/Agile
- AI/Machine Learning
- Technical Support

Programming Languages

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

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

- 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

- 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/

- 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

- 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

- 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.