



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 engineer 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

- Contributed to the e-learning platform through development in Angular, PostgreSQL, Node.js, Spring Boot, and AWS.
- Leveraged TestNG and Jenkins 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- Refactored outdated legacy code to conform to OOP principals.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

Lead Developer 09/2019 - 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.