◇ Matthew C. Thomas ◇

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Education

University of Wisconsin-Madison   Madison, WI
Bachelor of Science   May 2021
Major: Computer Science
Certificate: Game Design

Relevant Coursework: Software Engineering, Programming II, Programming III, C++ For Java Programmers, Computer Graphics, Machine Organization & Programming, Introduction To Human-Computer Interaction, Introduction To Computer Engineering, Calculus & Analytic Geometry I, Calculus & Analytic Geometry II, Introduction To Discrete Mathematics, Elementary Matrix & Linear Algebra, Game Design 1, Game Design II, 3D Digital Studio I, Introduction To Digital Forms, Introduction To Art

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Notable Projects

- **TRACE**: A time management and aggregation application for mono-tasking, deployed for iOS | Swift
- **VAI-GUI:** GUI aid for remotely controlling simulated robotics, aiming to assist the daily lives of those who are restricted to wheelchairs/impaired by paralysis w/ gesture controls | Python/HTML/JS/CSS/C++
- **Audacity Conceptual Prototype:** A conceptual UI overhaul informed by concepts from human computer interaction, to declutter the interface and refine functionality for a more intuitive experience
- **Personal Website:** A website written from scratch to aggregate my personal projects, including graphics demos created with WebGL, JS Canvas, and GLSL shaders | HTML/CSS
- **iOS Game Prototype:** A top-down, rhythmic board game made with Unity/Xcode | C#

Relevant Work History

UW-MERIT IT   Madison,WI
Information Technology Field Services Specialist   01/21/2019 → present
- Provide account assistance for remote & in-person support, i.e. resolving network drive connections
- Imaging new computers, configuring boot options, and resolving VPN and printer connections
- Consulting/troubleshooting software and hardware for staff and graduate students
- Writing and updating knowledge base documentation and diagrams to assist internal faculty and staff
- Interviewing & training new student hires for Helpdesk and Field Services positions

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Skills

- **Programming Environments**: Vim, Nano, Xcode, Eclipse, Brackets, Unity, Godot, GameMaker
- **Relevant Software**: Git, Docker, Flask, Slack, Active Directory, Rhino, Blender, Photoshop
- **APIs / Libraries**: WebGL, glMatrix, JavaFX, OpenFrameworks, Processing, LibGDX
- **Concepts**: Object-oriented/functional programming, data structures & abstract types, HTML transformation stack, GPU graphics pipeline, UX design principles, minimalist/decluttered interfaces, web design, digital art, analogue & digital game design
- **Soft Skills**: Comfortable in Unix-like & Windows environments, comfortable learning on my feet, creative & visual design approach, detail-oriented & patient, effective and inclusive communicator

Language	Rating	Language	Rating	Language	Rating
Java	●●●●	Python	●○○○○	Bash	●●●○
C++	●●○○○	HTML	●○○○○	Zsh	●●●○
C#	●●●○	CSS	●○○○○	x86	●○○○○