Matthew Landis

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EDUCATION

2017 to present **STANFORD UNIVERSITY**, Stanford, CA
Candidate for B.S., May 2021. Computer Science Major, Major GPA 3.98

2013-2017 **ALAMEDA HIGH SCHOOL**, Alameda, CA
GPA 4.0 (unweighted), National Merit Finalist, and National AP Scholar

SKILLS

Programming Languages: **C#, C++, C,** Java, Python
Web: HTML/CSS, Ruby on Rails, Node.js, Angular, Ionic, Firebase, MySQL
Professional: Agile Development, Version Control (git), debugging tools (IDEs, gdb)
Coursework: Systems, Data Structures and Algorithms, Linear Algebra, Intermediate Graphics, Networking, Introductory AI, Game Design, Web Development

EXPERIENCE

Summer 2019 **VMWARE, Palo Alto, CA**

- Developed a cloud-based, schema-driven approach to generate VR and AR training experiences from a single codebase, patent pending.
- Was instrumental in determining project scope and prioritizing features for the demo which was showcased to hundreds of people at VMWorld 2019

Summer 2018 **EXPONENTIAL TALENT LLC, Alameda, CA**

- Designed, programmed, and launched a mobile app in 3 weeks using Ionic that streamlines the process of leaving anonymous feedback for meetings.

PROJECTS

VOIDHEART, Stanford University, Dec 2018 - Current [tinyurl.com/voidheart-game]

- A roguelike card game combining deckbuilding strategy and grid-based gameplay
- Built an extensible system for implementing deck mechanics, card effects, and UI

VIRTUAL MEMORY, Stanford University, May 2019 - Jun 2019 [tinyurl.com/vir-mem-if**]**

- An interactive fiction story about friendship in the age of VR
- Wrote the story, coded it in Twine, and tested it with users

BULLET HEAVEN, Stanford University, Sep 2018 - Dec 2018 [tinyurl.com/bulletheav**]**

- A top-down 2d melee-only shooter
- Implemented player mechanics like moving, attacking, dashing, and slowing time

EQUIVALENT EXCHANGE, Make School, Jun 2017 - Aug 2017 [tinyurl.com/equiv-exch]

- A VR game where the player brews different potions to defeat waves of enemies
- Won the Grand Prize for “Best VR Experience” of Make School 2017 Summer
- Designed, coded, and published the project from scratch using Unity

ACTIVITIES

Clubs: Stanford Video Game Association, Stanford Video Game Development

Hobbies: Avid gamer, interested in video games such as Hearthstone and Overwatch, as well as tabletop games such as Magic: the Gathering and D&D.