

# Matthew Largo

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## Education

Carnegie Mellon University  
Pittsburgh, PA  
B.S. Computer Science 2026  
QPA: 3.63

### *Relevant Coursework:*

- Principles of Imperative Computation
- Functional Programming
- Great Ideas in Theoretical Computer Science
- Parallel and Sequential Data Structures and Algorithms
- Matrices and Linear Transformations

Warren High School  
Downey, CA  
GPA: 4.73/4.00

## Skills

- Unity
- C#
- Aseprite
- Python
- HTML
- CSS
- C

## Awards

SkillsUSA Interactive  
Application and Game Design,  
States - Gold  
JUN. 2022

- Developed a platformer-fighting game hybrid that represented cultures through their candies.
- Documented game design process.

## Activities

- Spanish and Latin Student Association - *Member*
- Society of Hispanic Professional Engineers - *Member*

## Programming Experience

Google / Computer Science Summer Institute  
JUL. 2022 - AUG. 2022

- Collaborated with cohort-mates on projects, honing and developing skills in HTML, CSS, and JS.
- Coordinated teammates on a final project, assigning them appropriate work and timelines.
- Developed various small games, implementing physics and a tic-tac-toe opponent in HTML, CSS, and JS.

## Leadership Experience

Carnegie Mellon University / Pre-College RA  
JUN. 2023 - AUG. 2023

- Tutored highschool students taking CMU's discrete math course, Mathematical Foundations for Computer Science, and Matrices and Linear Transformations.
- Facilitated highschool students transition into a college environment.
- Monitored students' well-being, and answered to emergency situations.

## Projects

### **Metroidvania** (to be named) - *current*

A metroidvania starring a frog on an adventure to save its people.

- Programmed various systems-attack, physics, etc.
- Created art in Aseprite
- Incorporated and managed sound effects
- Designed characters, gameplay, and overarching narrative

### **Genodice** - GMTK Game Jam 2022, Roll of the Dice

A rogue-like dice game where the player rolls a die on an isometric board to eliminate randomly spawned enemies. Made in 48 hours.

- Implemented isometric grid and movement.
- Devised the use of a 3D cube in a 2D environment to avoid wasting time in creating sprites of die rotation.
- Managed sound effects and UI.

### **Dogwalker** - GMTK Game Jam 2023, Roles Reversed

The roles of dogwalking have been reversed: your owner is chronically tied to their phone and you have to guide them away from danger. Made in 48 hours.

- Directed sound design and incorporated sound effects.
- Pioneered art-style used in game.
- Polished final product in last hour of game jam.