

# Matthew Mikulich

mikulich13@gmail.com | <https://mikul29.github.io/Web-Portfolio/>

## EDUCATION

**The Ohio State University**, Columbus, OH

May 2022

- Bachelor of Science in Music, Specializing in Computer Science
- Bachelor of Arts in Russian

GPA: 3.39

## TECHNICAL EXPERIENCE

**Music Folder**, *Solo Project App* – Swift in XCode

January 2022

- Designed and developed an app using Apple's API and SDK that allows musicians to conveniently manage and use their music notes.
- Wireframed for project proposal
- This app is on track to be released to the App Store on May 1<sup>st</sup>, 2022.

**Super Mario**, *Group Project Game* – C# in VS

December 2020

- Worked with a team of 5 to create a 2D Mario game using the MonoGame framework.
- Used Scrum in Agile to deliver the project on time. Managed in Azure DevOps.

**Maze Runner**, *Solo Project Game* – C# in Unity

May 2021

- Designed and developed a 3D FPS game.
- Objective: a player has 5 minutes to escape a maze while trying to shoot the robots attacking you.

**Grocery Store Inventory System**, *Class Project* - C in Linux

February 2020

- Developed a program that stores and processes data in order to manage inventory and to keep business records for a grocery store.

## SKILLS SUMMARY

- **Programming Languages:** *Proficient*- Java, C#, C, Swift | *Basic*- HTML, CSS, JavaScript
- **Technologies:** Git, SVN, Azure DevOps, Unity, X86-64 assembly language

## WORK EXPERIENCE

**Support Associate at Acceptd**

September 2020 - Present

- I serve as the technical liaison to the users of the Acceptd platform.
- Execute best practices through the entire technical support process.

**Logistics Coordinator at A7 Transport**

May 2018 - January 2020

- Required understanding business in negotiating rates with vendors and customers.
- Cultivated strong organization and problem-solving skills in making sure all units are on time.