Matthew Meinen

468 Springbank Crescent, Burlington Ontario • 226-224-3189 • matthewjmeinen@gmail.com

Education

Bachelor of Engineering Science, Software Engineering   2010- 2014
The University of Western Ontario, London Ontario

Technical Skills

Programming Languages

Proficient Knowledge	Basic Knowledge	IDE
• C++	• C	• Unity
• Java	• jQuery	• Eclipse
• C#	• HTML5	• Visual Studio
• JavaScript	• SQL	• Notepad ++
	• CSS	

Work Experience

2014 - Present - RPM Technologies, Toronto Ontario
UI Developer
- Responsible for creating and updating user interfaces to fulfill customer specifications.
- Initiated and spearheaded a major performance overhaul of the system.
- Took ownership of a movement to document software.
- Built tools and documentation to aid UI Designers.

2013 - eQuizzle Inc, Toronto Ontario
Lead Developer
- Headed the development of a cross platform mobile app.
- Performed upgrades on company website, as well as verified work done on site.

2009 - 2012 - Baseline Nurseries, London Ontario
General Labourer
- Installed landscape designs in both a commercial and residential setting.
- Shared responsibility of operating and maintaining the machinery.

Personal Projects

2015 - www.mariangagne.ca
- Created and donated a bootstrap website for a nomination election.

2014 - Inferno Meadow
- An in browser HTML5 and JavaScript turn based strategy game.
- Built with the MelonJS engine in a team of two.

2012-2013 - Narwhal Bomber
- Built a Windows app game in a team of three using HTML5, CSS, and JavaScript.
- The game uses basic object collision, multi-level design, and graphics integration.

Matthew Meinen

468 Springbank Crescent, Burlington Ontario • 226-224-3189 • matthewjmeinen@gmail.com

School Work

2013 - Computer Graphics
- Learned the fundamentals of graphics and different rendering algorithms.
- Used Webgl and Opengl to render different basic scenes.
- Learned the fundamentals of graphics and different rendering algorithms.

2013 - Information Security
- Looked at various methods of securing software information from cell networks to the internet.

2013 - Game Engine Development
- Studied the features of a game engine, ranging from rendering to physics.
- A focus was also made on specific circumstances, where shortcuts should be used.

Volunteer Experience

2013 - 2014 - Undergraduate Engineering Society (UES), Clubs Commissioner
- Worked as the liaison between the UES and the clubs commission.
- Responsible for co-chairing the clubs commission meetings and planning club leader tutorials.

2013 - 2014 - Western Software Engineering Society President, Founder
- Organized events for the Western Software Engineering students.
- Includes social and technical events as well as fund raising for each event.

2012 - 2013 - IEEE Software Representative
- Volunteer for the Western Student IEEE branch, representing software engineers.
- Assisted in organizing, promoting, and creating various IEEE events.

References provided upon request.