

Matthew Meinen

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Education Bachelor of Engineering Science, Software Engineering 2011- Present
The University of Western Ontario, London Ont.

Technical Skills

Programming Languages

Proficient Knowledge

- C++
- Java
- C#
- Javascript
- PHP

Basic Knowledge

- C
- Python
- jQuery
- HTML5
- Assembly
- SQL

IDE

- Unity
- Eclipse
- Visual Studio
- Notepad ++

Game Development

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.

Work Experience

2013 - eQuizzle Inc, Ontario, Toronto

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.

School Work

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.

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.

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School Work 2012 - Web Technologies

- Learned about various web technologies, with a focus on XML integration.
- Built a web service using jQuery and HTML to modify XML.

2012 - Database Management Systems

- Used SQL to build a database for a theoretical company
- Built a web service using ASP.NET to query and modify data on the SQL server.

Volunteer Experience

2013 - Present - 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 - Present - 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.

2012 - 2013 - Youth Group Leader

- Organize and lead a church youth group: schedule people to lead studies, organize youth group functions, and lead studies.

2010 - Shadow Day Leader

- Led prospective Western students around campus, giving them information about the school and assisting them in making an informed decision for their post-secondary education.

References provided upon request.