

Matthew Schnee

[gmail](#) | [web](#) | [github](#) | 949-290-7978

History

Working in the game industry is intense and fast-paced. We work with a lot of different cutting-edge technology to accomplish an insane amount of incredible work. It's probably too much to list for a resume. For a small sample of the kinds of things I've worked on, look at [PORTFOLIO.md](#)

Senior Software Engineer

January 2016 - October 2016 @ **Curse / Twitch / Amazon**

Worked with multiple development, product, and design teams to plan, prioritize, engineer, and implement complex full-stack systems, which all ties together into the best VOIP communication app for gamers there is. Try it at [Curse](#)

Desktop, Backend, and Front-End engineering, working primarily with TypeScript, React, React Native, C#, C++, and Electron.

Software Engineer

January 2015 - January 2016 @ **Blizzard Entertainment - Battle.net**

Hybrid web and native engineering on the Battle.net Client App team. C++ and JavaScript in the Battle.net Desktop App.

Web Front-End Engineer

July 2013 - January 2015 @ **Blizzard Entertainment - Battle.net**

Front-end and back-end engineering work in Content, Account Management, with contributions to *many* internal tools, libraries, and infrastructure.

Buzzwords

Hey, you know you want 'em.

Apache HTTPD, C++, confluence, CSS, gulp, babel, browserify, git, Java, JavaScript, Jenkins, JIRA, JSX, Linux, nginx, NPM, NodeJS, React, Spring

Ancient History

Engineer

April 2012 - July 2013 @ **20th Century Fox Home Entertainment**, Los Angeles, CA

Develop, deploy and maintain a modern, Responsive, robust, high-demand Web Site, which accesses large volumes of extremely complex information from around the world, while keeping first-load access times under two seconds.

- Robust UX and UI built with JavaScript libraries, HTML 5, WebGL, and Silverlight.
- EDI across many disparate systems across the globe.
- DRM protected progressive video download screening room.
- Absolute compliance with Non-Disclosure Agreements and security procedures.

Senior Software Engineer

June 2008 - March 2012 @ **TimelPS, Inc.**, Wichita, KS

Primary responsibility was the development and maintenance of the Embedded Linux Operating system and applications used for networked time clocks. During the past 2 years, have primarily worked on the web-based Administrative Application.

- Created a robust, configurable web based custom import system with PHP and jQuery. Used modern UX design principles for simplifying the process of importing data into any internal system.
- Scripting, communication, and integration of major Payroll systems including ADP, Quickbooks, and Sage Master Builder.
- Increased the scalability of an existing PHP installation using APC, Memcache, and by process analysis to identify and resolve performance issues using Valgrind and Included.
- Developed the OS for a low-powered embedded biometric security device.

Associations

Active and involved with the Open Source community and IGDA. Started with contributing kernel driver patches for embedded systems to the Linux 2.6 kernel, contributions to the Qxt extension library, PR and bug fixes and feedback to the Qt Library, Trac Project Management System, the CyanogenMod AOSP port to the HP Touchpad. I even wrote my own PHP routing MVC framework just because I was curious.

Currently playing with all kinds of experimental things involving Electron, React, ES2015, C++15, and mentoring a number of people trying to break into engineering.