Matias Szylkowski

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Education

Georgia Institute of Technology, Atlanta, GA.   *August 2016 – Present*
- Candidate for Bachelor of Science in Computer Science with expected graduation date fall 2019. GPA: 4.0.

Escuela Integral, Montevideo, Uruguay   *December 2016*
- Graduated with a score of 38 in International Baccalaureate.
- Placed #1 in the class ranking out of 73 students.

Skills

Languages: Java, XML, Python, C#, Lua, SQLite
Applications: IntelliJ IDEA, Git, JIRA, Unity 3D, Firebase
Operating Systems: Windows, Linux

Foreign languages: Spanish (native), Hebrew (beginner)
Design Skills: 3D modelling/animating/texturing (Blender 3D), vector art drawing (Inkscape)

Projects

Robot Test, Beta version on Google Play Store   *March 2016 - Present*
- Developed puzzle-based game in C# with Unity 3D, where the player controls robots that need to interact with many block types in a 7x10 grid to get to the goal.
- Created the concept, UI, 3D models, code, level designer, 60+ levels, online database to exchange levels.

Bumper Cars AI   *January 2016 – March 2016*
- Designed and developed a finite state machine to simulate the behavior of human-controlled bumper cars in Unity 3D and C#. Coded the damage calculations and physics simulations for the cars.
- Created a shop to buy car parts with in-game currency that improve the health and handling of the player's car, turning it into a game prototype. 3D modelled and textured the scene and all the car components.

You Will Crash, published on Google Play Store   *September 2015 – January 2016*
- Developed multi-platform casual game in Lua with Corona SDK, where the player avoids crashing into many kinds of obstacles with unexpected behaviors.
- Created concept, UI, music, gameplay, difficulty curve, leaderboard and achievements.

Work Experience

Scanntech, Montevideo, Uruguay   *April - July 2016*
- Interned as an Android (Java) developer of the software for the point of sale system.
- Completely redesigned the UI to flat design, optimizing the interface to run on low-cost devices and adding support for many screen dimensions. Fixed bugs and implemented many new features.
- Learned to create custom views, debug, code for reusability and readability, develop solutions from scratch, design user interactions, handle databases and adapt to the development lifecycle.
- Worked with 8 other team members and a testing group through JIRA (issue tracker) and GIT (version control software). Used IntelliJ IDEA with Maven in a Linux environment.

Escuela Integral, Montevideo, Uruguay   *March – November 2015*
- Volunteered as a programming teacher to work with two high school classes using Scratch as a tool to understand coding and improve problem-solving skills.

Awards

Mathematics/Physics Olympiads   *2008-2016*
- Awarded bronze medal in the Asian and Pacific Mathematics Olympiad in March 2016.
- Earned an Honorable Mention in the International Mathematical Olympiad in 2014 in South Africa.
- Won bronze medal in the Iberoamerican Mathematical Olympiad in 2015 in Honduras, two bronze medals in the Southern Cone Mathematical Olympiad in 2012 and 2013 in Peru and Paraguay respectively, and golden medal in the Juvenile Iberoamerican Mathematical Olympiad in 2011.
- Awarded 4 golden medals (2009, 2011 - 2013) and 3 silver medals (2008, 2014, 2015) in the Uruguayan Mathematics Olympiad. Won golden medal in the Uruguayan Physics Olympiad in 2014.