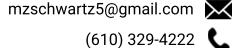
Matthew Schwartz



Work Experience

Amazon Web Services, Software Development Engineer

April 2022 - Present

- Develop Tying, a Java-based engine for automated patching and OS migration of Amazon hosts.
- Design and author integration and end-to-end load tests for the Tying engine.
- Improve dev-ops tooling and monitor service metrics proactively and in on-call capacity.
- Expand and maintain CI/CD and distributed cloud computing infrastructure-as-code.

Epic Systems, Software Developer

August 2019 - August 2021

- Develop and design the App Orchard website, a marketplace for third-party healthcare apps.
- Implement RESTful web APIs to expose health record data according to the HL7 FHIR standard.
- Pioneer transition of App Orchard site from MVC pattern to single-page React app.

Education

University of Pennsylvania, 2025 (expected)

M.S. in Computer Graphics and Game Technology

Rice University, 2019

- B.S. in Computational Physics; Minor in Computational and Applied Mathematics.
- GPA: 3.88.

Projects

Personal Blog Site, https://mattzschwartz.web.app/

- A personal website, portfolio, resume, and blog built on the React framework.
- Technologies: React, Recoil, Typescript, Firebase, HTML, CSS, Material UI.

Game Engine, https://github.com/mzschwartz5/Game-Engine

- A home-made 3D renderer, physics simulator, and game play engine bundled together.
- Technologies: C++, OpenGL.

Procedural Shader Landscape, https://github.com/mzschwartz5/Shaders

- A fragment shader depicting a mountain-scape using techniques such as fractal brownian motion, raymarching, SDFs, linear transformations, and more.
- Technologies: HLSL, ShaderToy

Morels, https://github.com/mzschwartz5/Morels

- A two-player strategy card game built in Unity3D, playable over a LAN connection.
- Technologies: C#, Unity3D, Blender, Mirror Networking.

Jewel3d, https://matthatter419.itch.io/jewel3d

- A modern 3D take on the classic game Bejeweled, made in 48 hours for the Retro Game Jam.
- Technologies: C#, Unity3D, Blender, Garageband