

## Work Experience

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**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

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**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

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**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-landscape 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