

MATTHEW CAMERA

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OBJECTIVE:

Seeking game development or software development work making use of well-developed proficiencies in C++, JS, C#, Unity, and Unreal.

EDUCATION:

Rochester Institute of Technology (RIT), Rochester, NY

May 2023

Bachelor of Science, Game Design and Development

GPA: 3.2

Accolades: Spring 2019 Dean's List, Fall 2020 Dean's List

Related Courses: Data Structure & Algorithms II (C++), Interactive Media Development, Rich Media Web App Dev I (HTML/CSS/JavaScript), Game Design II, Level Design

SKILLS:

Programming Languages & Programs: C++, C#, HTML/CSS, JavaScript, PHP, GLSL, Visual Studio, Unity, Unreal Engine 4, Autodesk Maya, Adobe Photoshop, Adobe After Effects, REAPER, Ableton Live

PROFESSIONAL EXPERIENCE:

Arkhé - Application Developer

May—August 2022

- Served as a programmer on a team developing an AR tool to help teach functional programming to students.
- Responsibilities were primarily related to computer vision & object recognition. Much of my work was done with OpenCV with a blend of JavaScript and Python.

NESMaker - Software Intern

Sept—Dec 2022

- Worked solo on UI and program functionality for future versions of the engine, as well as R&D on making SNES ROMs from scratch.
- Work was primarily in C++ and Assembly.

PROJECTS:

Novakid Quest Mod (Academic Project)

November 2021

- Worked on a team of 5 to build a functional mod for the game Starbound.
- Includes a fully functional questline and boss fight.
- Roles performed: Boss Artist, Boss Programmer, Assistant to Quest Programmer.

Dustbox (Academic Project)

March 2021

- Built a falling-sand browser game using pure JavaScript from scratch.
- User can create a variety of elements using the mouse, each with unique properties and interactions.
- Included planning of code architecture, implementation, and documentation.

ACTIVITIES & INTERESTS:

- Arduino Microcontrollers
- RIT eSports Casting Club, Play-by-play commentator, September 2018 — February 2019
- Musical Arrangements