Matthew Kosarek

Software Engineer

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SKILLS

Languages & Tech	C/C++, OpenGL, C#, ASP.NET, TypeScript/JavaScript, ReactJS, ThreeJS, HTML/CSS, SQL, Java
Tools	Git, Visual Studio Professional, Unity, Sourcetree, npm, Webpack, TeamCity, NuGet, AWS

EXPERIENCE

Software Team Lead   *Vention*
July 2020 to Present   Montreal, QC

- Implemented new features and fixed bugs as a member of the MachineLogic Team, which is tasked with creating a visual programming language for our hardware stack.
- Designed and developed a CNC application for our hardware that accepts G-Code files as input and provides a realtime rendering of the path as the machine follows it.

Software Engineer I   *Big Huge Games*
January 2018 to June 2020   Timonium, MD

- Developed and maintained the data pipeline - from data entry, to data validation, to data publishing - for *Arcane Shodown*.
- Designed, built, and maintained a live operations scheduling and publishing web application for *DomiNations*
- Implemented game features on all parts of the stack, including tools, Unity client, and game servers
- Met weekly with various disciplines to discuss ways to improve the UX of the company's tools
- Initiated company-wide React and TypeScript code sharing via a private NPM repository
- Worked within the Agile framework, in which I planned sprint work, attended daily stand-ups, and participated in retrospectives

Teaching Assistant for Intro to Video Game Design   *Johns Hopkins University*
September 2017 to December 2017   Baltimore, MD

- Assisted beginner programmers in the development of 2D game engines using the SDL2 library

Software Engineering Intern   *Big Huge Games*
May 2017 to August 2017   Timonium, MD

- Developed a tool based on the GTK toolkit to improve the workflow of the quality assurance team for *DomiNations*
- Wrote a comprehensive user manual that explains how the tool functions for both technical and non-technical users

Software Engineering Intern   *Sparkypants Studios*
May 2016 to August 2016   Baltimore, MD

- Developed an application to measure and report memory usage and run times for all game systems in *Dropzone*

EDUCATION

Johns Hopkins University   Baltimore, MD
September 2014 to December 2017

- B.S. in Computer Engineering (Magna Cum Laude)
- 3.53 GPA
- *Relevant Coursework*: Computer Graphics, Object Oriented Software Engineering, Linear Algebra, Video Game Engines and Design, Operating Systems, Data Structures, Introduction to Renewable Energy Engineering