

Matthew Kosarek

👉 Computer Programmer +1-201-400-2699 mkosare1@gmail.com

SKILLS

Languages & Tech Tools

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

EXPERIENCE

Software Team Lead

July 2020 to Present

Vention
Montreal, QC

- Led the MachineApps team in the development of a robust infrastructure for industrial software applications
- Developed and shipped a number of time-sensitive client projects
- Interacted extensively with other teams to align on specific business goals and meet client deadlines
- Implemented new features and fixed bugs in both the engine and frontend of a code-free programming language
- Developed a CNC application that accepts G-Code files as input and provides a realtime rendering of the path during execution

Software Engineer I

January 2018 to June 2020

Big Huge Games
Timonium, MD

- Developed and maintained the data pipeline - from data entry, to data validation, to data publishing - for *Arcane Showdown*
- Designed, built, and maintained a live operations scheduling and publishing web application for *DomiNations*
- Implemented a localization system for *Arcane Showdown* which allowed the game to be released in different languages
- 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

September 2017 to December 2017

Johns Hopkins University
Baltimore, MD

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

Software Engineering Intern

May 2017 to August 2017

Big Huge Games
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

May 2016 to August 2016

Sparkypants Studios
Baltimore, MD

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

EDUCATION

Johns Hopkins University

September 2014 to December 2017

Baltimore, MD

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