

MATTHEW KOSAREK

 Software Developer
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 United States Citizen

Languages

JavaScript	5 yrs
TypeScript	5 yrs
C#	2.5 yrs
Python	2.5 yrs
C/C++	1 yrs
Java	1 yr

Libraries/Frameworks

React	5 yrs
node.js	2.5 yrs
Unity	2.5 yrs
ASP.NET	2.5 yrs
OpenGL	1 yr

Tools

git	5 yrs
Linux	5 yrs
VSCode	2.5 yrs
Visual Studio	2.5 yr
Webpack	2 yrs

EXPERIENCE

Software Team Lead

July 2020 to Present



- Led a team in the development of industrial software applications including cobot palletizers, cartesian palletizers, and CNC machines
- Architected and developed the core application-level framework for all future client projects
- Developed and deployed a number of client projects to factory floors
- Interfaced with other teams on a daily basis to align on business goals and meet deadlines
- Planned, scoped, and organized long-term projects and daily tasks via Asana and Github Projects
- Individually contributed across many aspects of the codebase, from the firmware to the application layer

Vention
Montreal, QC

Software Engineer I

January 2018 to June 2020



- 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

Big Huge Games
Timonium, MD

Teaching Assistant for Intro to Video Game Design

September 2017 to December 2017



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

Johns Hopkins University
Baltimore, MD

Software Engineering Intern

May 2017 to August 2017



- Developed a tool using C# and GTK 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

Big Huge Games
Timonium, MD

Software Engineering Intern

May 2016 to August 2016



- Developed a profiling framework for the game systems of Dropzone

Sparkypants Studios
Baltimore, MD

EDUCATION

BSc Computer Engineering at Johns Hopkins University

September 2014 to December 2017

Baltimore, MD

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

PROJECTS

- My **self-hosted personal website** where I do small projects in WebAssembly and OpenGL: matthewkosarek.xyz
- A **game engine** that I built from scratch in C++ and OpenGL: github.com/mattkae/MatteEngine
- My **self-installing emacs configuration**: git.matthewkosarek.xyz/emacs_config/
- Unfinished website about **realtime physics in video games**: physicsforgames.com/