MATTHEW Kosarek

Software Developer

matthewkosarek.xyz

github.com/mattkae

mkosare1@gmail.com

United States Citizen

C/C++

JavaScript/TypeScript

C#

HTML/CSS



Java

Git

Node.js



OpenGL

AWS



Experience

Software Team Lead

July 2020 to Present











Vention Montreal, OC

Big Huge Games

Timonium, MD

- 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 required for all future client projects
- Developed a number of client projects and deployed them successfully on factory floors
- Interacted 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
- Individually contributed across many aspects of the codebase, from the firmware to the application layer

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

Teaching Assistant for Intro to Video Game Design September 2017 to December 2017

Johns Hopkins University Baltimore, MD

Big Huge Games

Timonium, MD



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

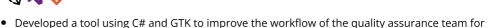
Software Engineering Intern

May 2017 to August 2017









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



• Developed a profiling framework for the game systems of Dropzone

EDUCATION

BSc Computer Engineering at Johns Hopkins University

Baltimore, MD

Sparkypants Studios

Baltimore, MD

September 2014 to December 2017

- 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 scrach 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/