Matthew Kosarek

💻 Computer Programmer   ☎ +1-201-400-2699   ✉ mkosare1@gmail.com   🇺🇸 US Citizen

SKILLS

Languages & Tech Tools	C/C++, C#, TypeScript/JavaScript, React, HTML & CSS, Java, OpenGL, ASP.NET, Linux, LaTeX
	git, npm, Webpack, Visual Studio Professional/Code, Unity, AWS, Emacs, LaTeX

EXPERIENCE

Software Team Lead *Vention*

July 2020 to Present Montreal, QC

- Led a small team in the development of a robust infrastructure for user-facing industrial software applications
- Developed and shipped a number of time-sensitive client projects, including palletizing and path-following software applications
- Interacted extensively with other teams to align on specific business goals and meet expectations
- Planned and organized project tasks and projects for the team, including long-term vision and day-to-day goals
- Implemented new features across the stack of a code-free programming language

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 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 *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