





# Matthew Kosarek

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

## SKILLS

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

## EXPERIENCE

### Software Team Lead

July 2020 to Present

Vention  
Montreal, QC



- Led a team in the development of client-facing industrial software applications including cobot palletizers, cartesian palletizers, and CNC machines
- Developed and shipped a number of time-sensitive client projects
- Architected and implemented the core infrastructure required for the development of client-facing applications
- Interacted extensively with other teams to align on business goals and meet deadlines
- Planned and organized projects and tasks for the team including long-term vision and day-to-day goals
- Individually contributed across many facets of the company, from firmware to the engine of a code-free programming language to the application-level

### 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

### 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 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

### Software Engineering Intern

May 2016 to August 2016

Sparkypants Studios  
Baltimore, MD



- Developed a framework for profiling the 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
- *Relevant Coursework:* Computer Graphics, Object Oriented Software Engineering, Linear Algebra, Video Game Engines and Design, Operating Systems, Data Structures, Introduction to Renewable Energy Engineering