

Matthew Hamersky

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Work Experience

Software Engineer, Jam City - August 2015 to Current

Part of a small team that developed and continue to support Genies & Gems, a mobile and web Match 3 game.

- Worked on most aspects of the game including gameplay, UI, rendering, networking, library integration and build scripts.
- Integrated the Facebook SDK, Google Play Games Services, AppLovin Ad service and In-App Purchasing.
- Implemented limited time solo game events, player vs player events, daily quests, achievements, dynamic asset loading, an object messaging module, large sections of the UI and analytics tracking.
- Fast paced, multi-platform environment with weekly content releases and monthly client releases.

Application Programmer, UCLA - June 2012 to November 2013

- Designed and wrote an application that parsed large amounts of text to find important geo-political keywords. The keywords were then geocoded to their respective locations allowing users to find relationships between words and geographic regions. Part of UCLA's Geography of Literature Project.

Projects

Strategic Advantage

Graphics/Gameplay/Network Programmer

- A multiplayer, turn-based strategy game for Android written as part of a yearlong senior design class project. Designed and wrote the rendering engine used and implemented the majority of the gameplay features. In addition, handled the client-side network code.

Type Blaster Reloaded

Graphics/Gameplay Programmer

- Personal project involving writing a side scrolling typing game using Slick2D and Java. The game features 20 unique levels with 10 individual dictionaries and 8 upgrades. Multiple profiles, upgrade purchasing, upgrade toggling on/off, challenges and video options round out the game.

Education

Bachelor of Science in Computer Science (May 2015)

California State University, Northridge -- Northridge, CA

- Academic Honors: Personal Achievement Award (selected by faculty), GPA: 3.46, Dean's List (4 semesters)

Relevant Completed Courses:

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| <ul style="list-style-type: none">• Advanced Data Structures• 3D Graphic System/Design• Advanced 3D Computer Graphics• Computer Network Software | <ul style="list-style-type: none">• Web Engineering• Combinatorial Algorithms• Operating Systems• Graphical User Interfaces |
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Skills

- Languages: C++, Java (including Android development), C#, C
- Web Development: JavaScript, HTML, CSS
- Development Environments: Eclipse, Xcode, Visual Studio, MonoDevelop