

Matthew Dobler

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Work Experience:

Fall 17 - Now

- **Core Tech Engineer:** Big Fish Games
 - Liveops: Collaborated with marketing and design teams to create new promotional features.
 - Shader Development: Implemented and added designer support for pixel shaders
 - iPhoneX support: Added layout and native support for tall phones and devices with notches on the screen. Worked with feature engineers to make scaling layouts easier in the future.
 - Bug fixing: Fixed native crashes and graphical issues in an internal engine layer/
 - Cocos 2D engine patches: Updated the Cocos engine while keeping native iOS, Android & Web versions in sync
- **Software Engineer:** Logitech *Fall 13 - Feb 17*
 - Continuous Deployment: Rails & AWS app for build management
 - Automated Testing: Leveraging Ansible for deployment and installation testing
 - START Hack: Taught keyboard SDK to students during a Hackathon in Switzerland
 - Hardware support: Work with firmware team and UX designers to integrate new devices into legacy C++ application for macros and lighting.
 - ARX Control: Second screen experience for PC gamers. Written in C++ & Qt, networked application to Objective-C iOS app.
- **Gameplay Engineering co-op:** Vicarious Visions *Summer-Fall 12*
 - C# gameplay and combat AI scripting for the iOS game *Skylanders Battlegrounds*. Collaborated with design and team to create more responsive gameplay

Projects: *(Ordered newest first)*

- **Procedural Generation:** personal project to generate HDR procedural images. Includes tools to control parameters in real-time
- **TankMangler:** DirectX11 3D action platformer. Created the graphics engine with shading, texturing, rigid body animation, particles, and post processing.
- **ZomBees:** 5 student Game Design project: Worked on gameplay programming. Made a level editor and a website for sharing user-created maps.

Education:

- **Rochester Institute of Technology** *Rochester, NY*
 - Bachelor of Science, Game Design and Development *2013*
 - *Minor in Computer Science*
 - **Relevant courses:** Programming Language Concepts (Prolog, Lisp, Haskell), Computer Graphics(OpenGL&CUDA), Software Engineering (Java), Data Structures And Algorithms (AS3)

Skills:

- Unity Engine
- Cocos Creator & Cocos 2dx
- Adobe Creative Suite (Photoshop, Illustrator)
- Angular Development (v6 & Material)
- Native Mobile development (Android/Gradle, iOS)
- Programming languages *(in order of familiarity)*
 - C++14/C++17, Javascript/Typescript, PHP, C#, Python, Objective-C