

# Matthew Dobler

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## Work Experience:

*Fall 17 - Now*

- **Core Tech Engineer:** Big Fish Games
  - 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.
  - Live Bugfixing: Fixed native crashes and graphical issues in an internal engine and the surrounding codebase.
  - 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 lighting SDK to students during 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.
- **CUDA Raytracer:** Independent study; Implemented a real-time raytracer on the GPU with reflection, refraction, and procedural textures. Renders spheres, cubes, and .obj meshes.
- **Scandinavian Fishing Conspiracy:** 4 student team in a 48-hour Game Jam hosted by Microsoft and RIT. Won 1<sup>st</sup> place out of 13 teams. Made fishing net with cloth physics.

## Skills:

- Unity Engine
- Cocos Creator & Cocos 2dx
- Adobe Suite (Photoshop, Flash, Illustrator)
- Cross-Platform Development (Windows, Linux, OS X)
- Native Mobile development (Android/Gradle, iOS)
- Programming languages *(in order of familiarity)*
  - C++14, Javascript, C#, Python, PHP, Objective-C