Matthew Rader

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Experience

Unity Gameplay Programmer - Serenity Forge, Mar 2021 - Present
Skills used: C#, Unity 3D, Atlassian Tools, Git, Notion
- Developing and maintaining several systems for *Homestead Arcana* from early prototype to finished implementation
- Developed tools for *Homestead Arcana* to aid in the development of content creation
- Worked on company work-for-hire contracts including project dev assistance and museum installations

Associate Software Engineer - Thomson Reuters, Sep 2019 - Jun 2021
Skills used: C++, Azure DevOps
- Working in C++ on a large legacy codebase to maintain and extend one of the world's leading tax software
- Performed root-cause analysis on user/QA bug reports to aid in the improvement of work pipelines between software engineers and tax analysts resulting in improved cross department communication

Unity Developer - WolverineSoft Student Studio, Volunteer, Aug 2019 - Dec 2020
Skills used: Unity, C#, Atlassian Tools, Git, Level Design, Gameplay Balancing
- Voluntarily worked as a lead on five student-led game projects by onboarding members, reviewing work, and helping to determine task priority
- Worked alongside other leads to gradually improve the onboarding process of the studio as well as the general scope projects could achieve
- Designer on several projects with a focus on level design and gameplay
- Generalist developer on all projects, owning systems, writing documentation, and implementing design ideas

Application Developer - Inora Technologies Jan 2018 - Sep 2019
Skills used: Delphi, GitLab
- Refined the user interface of a flagship company application resulting in more user-friendly and intuitive software
- Maintained, cleaned, and extended several legacy code bases
- Developed internal documentation practices to improve communication and code quality

Education

University of Michigan - Ann Arbor
BA (2019) in Saxophone Performance, minor in Computer Science

Skills

Technical & Project Management
- C++, Unity C#
- Git
- Unity, Unreal
- Jira, Confluence, Notion, Bitbucket

Development Interests
- Gameplay Programming
- Technical Design
- UI Programming
- Unity Inspector / Tools Programming