

# Matthew Johannesen

Software Engineer - Seattle, WA

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**EDUCATION:** **Worcester Polytechnic Institute (WPI), Worcester, MA (2018 – 2022)**

- **Bachelor of Science in Computer Science & Interactive Media and Game Development**
- Graduated with Distinction

**SKILLS:** **LANGUAGES**

- C++, C#, C, Python, Java, JavaScript, SQL
- Can pick up new languages and packages quickly

**SOFTWARE**

- Unity 3D (C#)
- Unreal Engine 4 (C++, Blueprints)
- Amazon Lumberyard (Based on CryEngine - C++, Lua, Script Canvas)
- Git, Perforce, Plastic SCM, Jira, Confluence

**WORK/ROLES:** **CARBONATED INC. – JUNIOR SOFTWARE ENGINEER (Remote, Jul 2022 – Feb 2023)**

- Implemented and maintained various metagame UI features for MadWorld - an online, PVP mobile shooter with AI-driven play, built in Lumberyard
- Frequently worked with backend engineers to ensure that the client had access to all necessary data, and with UX/game designers to verify that newly implemented UI flows were intuitive

**CARBONATED INC. – SOFTWARE ENGINEER INTERN (Remote, Jun 2021 – Feb 2022)**

- Integrated new audio logic for MadWorld, optimizing for mobile devices

**LIFT-OFF LAETUS – PROGRAMMER (Remote, Mar 2021 – May 2021)**

- Made a turn-based tactics game in Unreal Engine 4, with 3 other programmers and 3 artists
- Developed an extendable “powerup” system to modify several gameplay aspects

**SUNBURST STUDIO – PROGRAMMER (Remote, Mar 2020 – Aug 2020)**

- Helped complete [Sliptime Sleuth](#) - a puzzle adventure game for PC - for launch on Steam
- Refactored year-old systems to improve performance and reliability
- Added new features to dialogue system for richer interactions with the story

**HOSPITAL KIOSK SOFTWARE – PROGRAMMER (Remote, Apr 2020 – May 2020)**

- Created proof-of-concept software with 9 other developers to represent kiosks at Brigham and Women’s Hospital, including various features for visitors, patients, and hospital staff
- As a UI developer, focused on streamlining an interactive map of the hospital and visuals for pathfinding feature
- Learned about agile methodology and proper production environment standards

**CASTLE STEPS GAMES – INTERN (Los Angeles, Jun 2018 – Aug 2018)**

- Developed a free-roam, virtual reality escape room from the ground up in two months using Unity (filled approx. 600 ft.<sup>2</sup> of walkable space)
- Worked extensively with HTC Vive hardware, including debugging various connection issues and helping set up new sensor arrangements

**ACTIVITIES:**

- Volunteer at Seattle Makers (local makerspace)
- Active member of WPI’s International Game Developers Association branch
- Rapid prototyping and electronics hobbyist, especially interested in laser cutting and “alt controllers” for games