

# Matthew Schoen

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Richmond, VA 23225

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## OBJECTIVE:

To work as a software engineer on an exciting project with a driven, competent team.

## EDUCATION:

Boston University College of Engineering

*Class of 2010, Boston, MA*

Degree: BS in Computer Engineering

Milton Academy (4 years), Milton, MA

*Class of 2006, Milton, MA*

## PUBLICATIONS:

Cardboard VR Projects for Android (PACKT Publishing)

*Coming April 2016*

- Intro to virtual reality; projects for Android Cardboard SDK
- Responsible for original code, project design and development

## WORK EXPERIENCE:

VP of VR at V

*Remote (April 2015 - Present)*

- Approached by Tyler, CEO to help with Unity launcher client
- Responsible for all client-side development projects: specifically the launcher and self-updater/bootstrapper
- Research into future technology stack

Contacts:

Tyler Andersen

-tyler@startwithv.com

Brian Eppert

-brian@startwithv.com

Co-Founder/CTO of Defective Studios

*Boston, MA (June 2010 - Present)*

- Founded in June 2010 with the goal of creating unique and experimental interactive software
- Responsible for development projects including CosmoKnots, UniMerge, Platformer, AssetCloud, JSONObject, and contract work
- Managed IT/Administration for local systems and web stack for company site, games backend

Contacts:

Jono Forbes

-jono@defectivestudios.com

Freelance Programmer at VCU Institute for Drug and Alcohol Studies

*Richmond, VA (June 2010 - Present)*

- Caught the attention of Dr. James Bjork running the Defective Booth at RVA MakerFest 2014
- Responsible for creating fMRI brain scan experiments with E-Prime studio and Visual Basic

Contacts:

James Bjork

-jmbjork@vcu.edu

Freelance Web Developer

*Remote (June 2008 - Present)*

- www.skeedyid.com
- countychair.com
- suite.defectivestudios.com/gimbalcop

Independent Contractor at HitPoint Studios

*Remote (March 2014 - June 2014)*

- Worked on Dragons Adventure for Nokia/Dreamworks, released for How to Train Your Dragon 2
- Responsible for performance optimization, world builder code, integrating with Nokia HERE maps

Contacts:

Shawn Campbell

-camsha@gmail.com

Paul Hake

-phake@hitpointstudios.com

## SKILLS AND EXPERIENCE:

Computer Engineering (13 years):

- Proficient with managed code (C#.NET, Java)
- Proficient with game programming (Unity scripting, shaders, editor extensions)
- Proficient with mobile SDKs (iOS, Android)
- Proficient with native code (gcc, Visual Studio, XCode C/C++/Objective-C)
- Experience with GPGPU programming and graphics APIs (CUDA/OpenCL, D3D/OpenGL/ES HLSL shaders)
- Experience with client scripting (python, VBA scripting, JS for web)
- Experience with web stack (HTML5, PHP/MySQL, ElasticSearch, RoR, Tomcat, ASP.NET, JS/jQuery)
- Experience with computational programming (Matlab, Excel)
- Experience with IT/Administration (AWS/EC2, LAMP, VB/JS WScript, Perl, AppleScript)

Misc:

- Live audio technician/guitarist (7 years)
- Theatre tech (sound, lights, set design/construction) (5 years)
- Semi-professional photography (10 years) [www.matt-schoen.com/photo](http://www.matt-schoen.com/photo)
- Semi-professional filmmaking (3 years)
- OS/Environments: Windows, OS X, Linux/bash (Debian, Fedora, CentOS, Ubuntu), gcc, Java, .NET, python, httpd, php, mysql
- Software: Unity, Maya, Blender, Vue, Modo, Photoshop, Illustrator, InDesign, Premiere, AfterEffects, Audition, Visual Studio, XCode, IntelliJ/Android Studio, Eclipse/Aptana, QT Creator, cmake, Notepad++, Atom, git, tortoisegit, winmerge, sourcetree, svn, tortoissvn, ADT, phpMyAdmin, MySQL Workbench, Jira/Stash, MS Office, OpenOffice, cygwin/xterm, Intel GPA, Chrome, FireFox, Safari, Internet Explorer, Shader Designer