Matthew Cech *Software Engineering Manager and Game Engineer*

itsmatthewcech@gmail.com

(425) 615-8186

matthewcech.com

github.com/MatthewCech

Tools Used	Languages	Leadership Skills
Unity 3D	C#	Communication
Visual Studio, Rider	C / C++	Conflict Resolution
Jira, Confluence	Java	Problem Solving
Git, Perforce	JavaScript	Process Auditing, Process Iteration
Digital Ocean, AWS EC2	Lua	Career Development, Gap Analysis
Unreal Engine	Python	Adaptability, Navigating Ambiguity

Intercept Games *- Kerbal Space Program 2*

Software Engineering Manager   Dec 2019 - Jun 2024
- Accountable for three gameplay and UI oriented feature teams including deliverables and support
- Accountable for content heavy release processes for updating a live product, and for patch delivery
- Managed 5 to 8 reports at a time and coordinated with contractors, both local and international
- Created and executed on career growth and development plans for reports in the form of 1:1s, reviews, gap analysis, and goal setting while working to provide consistent support
- Acted as a hiring manager for 5+ roles and performed onboarding for new employees
- Advised reports and other leadership to identify and resolve process gaps and workflow issues
- Fostered a culture of engineering excellence to reduce regression rates and promote maintainability

Software Engineer
- Implemented Map, UI, and Vehicle Editor features, and provided long term support
- Developed debugging and iteration-focused tools to assist content developers
- Managed localization pipeline across disciplines, creating and maintaining surrounding tooling

Loam LLC *- Bubbles, Rat Game, ASCIIPlayer*

Founder and Lead Developer   Jun 2019 - Present
- Founded LLC for game development, consulting, and paper product sales (loam.net)
- Shipped mobile puzzle game "Bubbles" on Google Play with games modes and level editing tools
- Shipped competitive clicker "Rat Game" on itch.io with online highscore system using Node.js and NGINX
- Maintain "ASCIIPlayer" tool, a command line audio player and visualizer written in C++ using FMOD

Star Theory *- Kerbal Space Program 2*

Software Engineer   May 2018 - Dec 2019
- Created and maintained asset workflow for designers and artists to author over 400 parts
- Implemented improved loading and serialization systems, reducing performance impact by 3x
- Architected and implemented 3D in-game vehicle editor for three building modes
- Drove rapid prototyping for game systems, working closely with design to implement feature feedback

DigiPen R&D *- DragonDrop, ProjectFUN*

Software Engineering Intern   Jun 2017 - Apr 2018
- Developed robust JavaScript and C tools to create a drag and drop IDE and an educator toolset
- Refined and documented user-facing features to streamline feature and educational material creation
- Leveraged resulting product for teaching summer classes of 20-25 primary school students

Education *- DigiPen Institute of Technology*

Bachelors of Science in Computer Science   Sep 2014 - Jun 2018
- 'US FIRST Robotics' Scholarship recipient