Matthew Anderson

Software Engineer

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PROFESSIONAL SUMMARY

Software engineer with professional experience developing automation tools, business applications, and gameplay systems. Experienced in Python, C++, C#, and Unity with a track record of building production software, shipping a commercial game with over 38,000 downloads on Steam, and leading high-performing teams in fast-paced operational environments.

PROFESSIONAL EXPERIENCE

Contract Software Engineer | Qwyx Technologies, LLC **March 2026 - Present**

- Developed a Python automation application integrating with the Tabletop.Events REST API to generate five Excel report types, eliminating 10–20 hours of manual reporting each week
- Built authenticated API workflows, data validation, error detection, and developer documentation, creating a maintainable internal tool for convention management

Contract Software Engineer | Tradespark AI Inc. **July 2025 - February 2026**

- Developed Unity features for a customer-facing Locations interface, enabling interactive 3D visualization of saved properties and building models
- Engineered geospatial functionality converting GPS coordinates to Google Plus Codes while contributing developer tools and workflow improvements for an early-stage AI startup

General Manager | MOD Pizza **March 2026 - Present**
Shift Supervisor **August 2022 - March 2026**
Crew Member **February 2022 - August 2022**

- Direct daily operations for 2 stores with 33 direct reports, overseeing hiring, labor planning, scheduling, inventory management, and operational performance
- Manage approximately $160,000 in monthly sales and 600 weekly labor hours, increasing profitability across both stores to an average of 16% during the slowest months of the year
- Analyze period P&Ls, establish inventory ordering standards, and partner with district leadership to improve profitability and operational execution

SELECTED PROJECT

Goosthetic | *Commercial Steam Release with over 38,000 downloads* **September 2023 - December 2024**
Gameplay Engineer and Quality Director

- Developed and iterated on the core movement systems, including grappling, wall-running, boosting, and sliding, to create a fast-paced, fluid traversal experience central to the game's identity
- Architected and optimized gameplay systems including the Smart Pistol, reducing runtime overhead by 25% through screen-space calculations while improving gameplay responsiveness

EDUCATION

B.S. Computer Science and Game Design, DigiPen Institute of Technology **Magna Cum Laude | GPA: 3.84**

TECHNICAL SKILLS

Languages: C++, C#, Python, JavaScript, HTML, CSS
Frameworks and Engines: Unity, Unreal Engine, Custom C++ Engine Development
Developer Tools: Git, GitHub, Perforce, Visual Studio, OpenXML, Modal, Gradio, Streamlit, React, Express
Areas of Expertise: Gameplay Systems, API Integration, Automation, Technical Design