

Matthew Conto

Portland, Oregon | <https://matthewconto.com>

Team oriented engineering school graduate of an interdisciplinary program in computer science and art seeking an entry level position to leverage my foundations in design, algorithms, and technology toward the development of software and new interfaces.

EDUCATION

New York University, Tandon School of Engineering

B.S. in Integrated Digital Media with minor in Computer Science

Brooklyn, New York
September 2012 – May 2016

- Awarded a 4-year Promise Scholarship
- Awarded first place in the engineering senior capstone competition
- GPA: 3.21 / 4.00
- Dean's List, Fall 2014 - Spring 2015
- Winter term study at NYU Shanghai, China

RELEVANT COURSEWORK:

- Integrated Digital Media courses in front-end web design & development, 3D modeling & animation, and game design & development
- Computer science courses in Java, Python, C++, Data Structures & Algorithms, Discrete Mathematics, Computer Architecture, and 3D Graphics
- Additional courses in Urban Planning, Green Cities, and the Geological History of New York City

RELEVANT EXPERIENCE

NYU TANDON VISION - NYU Tandon Admissions via NYU Mobile AR Lab

Lead creation of NYU Tandon Vision, a Google Cardboard VR promotional game for the NYU Tandon Admissions office highlighting the power of engineering from concept to implementation on Mars. Made in Unity3D with audio editing in Reaper, model editing in Maya, and texture editing in Photoshop. Developed the branding and was responsible for all storyboarding, coding, and app packaging for the admissions department. Distributed to all incoming class of 2020 engineers, frequently used in admissions demos.

URBANOMINO - Senior Capstone Project

Designed and developed Urbanomino, a zoning politics game simulating how cities evolve under multi-stakeholder planning. The game was written using Unity3D with modeling in Maya and interface designs in Adobe Illustrator. Awarded first place in the 2016 NYU Tandon Senior Capstone Competition.

AWKWARD GIANT ROBOT SIMULATOR – WearHacks Hackathon, NYC

Developed a desktop game with a classmate where you play as a several hundred foot tall robot wreaking havoc upon a city. Uses Kinect motion tracking with an Oculus Rift DK2 for a seamless, full body robot experience in Unity3D. Was responsible for the Kinect interfacing, city modeling, and game scripting. Finalist at 2015 NYC WearHacks Hackathon.

BENCH WITH BIRDS - NYU Tandon, Experimental Game Narratives class

Designed and developed a Google Cardboard VR game exploring the use of violence in game progression by letting players interact with birds. Made in Unity3D with audio editing in Reaper, modeling in Maya. Presented during the 2016 IDM Student Showcase.

FIVE FOOT TEXTING - NYU Shanghai, Mobile Media class

Developed with a classmate, this was a text messaging app that functioned only when both users were close enough to physically talk to each other. Backend used Node.js, a Redis database, Socket.io for networking; front-end in SASS, JQuery, and PhoneGap/Cordova. Responsible for the front-end as well as the backend socket connections. Voted best project during in-class demo by classmates.

SKILLS & LANGUAGES

Unity3D C#, Android Java, C++, Python, Git, Photoshop, Illustrator, HTML/CSS, Javascript, Node, Processing Java, WordPress PHP, After Effects, Maya, Sketchup