

MATT BOYD-SURKA

SOFTWARE ENGINEER

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Profile

Software engineer with a background in game development, sound design, and project management. Pursuing Master's degrees in computer science and graphics/game technology at the University of Pennsylvania.

Skills

Programming	Game Development	Project Management
A solid engineering skill set earned through school and self-teaching.	Three years of experience making games independently.	Five years of professional management experience.

Tools

C	C++	C#	Java	OpenGL
Unity	Maya	Blender	Reaper	FMOD
Git	PlasticSCM	Qt	Eclipse	Adobe suite

Experience

Lead the Light

May 2018 – Aug. 2018

Programmer/Lead Producer

An action game for iOS/Android. Developed during MassDiGI's Summer Innovation Program.

- Managed a team of four programmers, two artists, and one sound designer using Kanban.
- Prototyped, designed, and developed the game over a period of twelve weeks.
- Created gameplay and level-design systems, with a focus on making designer-friendly tools.
- Implemented numerous features including physics, spawning, controls, and boss behavior.
- Worked with art team to create animations, particle systems, and additional visual effects.
- Optimized the game by implementing an object pool and advocating good coding practices.
- Led meetings to ensure team agreement on art, design, and engineering decisions.
- Conducted frequent external tests with local organizations throughout development.
- Prepared the project for handoff to the launch team.

HEARTREAD

Jun. 2015 – Feb. 2016

Project Lead

An audio-only adventure through a lightless world. Recipient of the 2016 Figgie Award for Accessibility and Inclusion (Digital Showcase) at the Boston Festival of Indie Games.

- Managed a team of five contributors, including voice actors, musicians, and an illustrator.
- Wrote, directed, recorded, and produced voiceover for the game with three actors.
- Recorded, produced, and integrated sound effects to sculpt a complex audio-only world.

LiquidMaps

Dec. 2017

Developer

A Java application that creates an animation of a city's roads using GraphHopper.

- Worked with two other developers to design, develop, and test the application.
- Assumed ownership of the animation code, integrating it with the main program.
- Refactored code responsible for managing trip data and converting it to screen space.

Education

University of Pennsylvania (Aug. 2017 – Present)

Computer and Information Technology (MCIT)
Computer Graphics and Game Technology (CGGT)

Brown University (Sept. 2007 – May 2011)

English (Nonfiction)
Political Science (American Politics)