Matthew Sparks

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A strong technical background with 4+ years experience in software engineering, scripting, AAA tool development, game programming, C# .NET, Python, C++, WPF, code optimization, REST APIs, SDLC, and risk analysis.

WORK EXPERIENCE

Sledgehammer Games   **Foster City, CA**
Tools Engineer   *March 2021 - Present*
- Designed tools adopted by the majority of Call of Duty studios, significantly enhancing productivity.
- Key contributor to WPF C# crash reporting app supporting 1,000+ daily active users.
- Implemented core features and bug fixes for a complex weapon design tool and spawn tracking tool.
- Built complex data visualizations for stakeholders using a cloud server in SQL and JavaScript.
- Go-to person for all things telemetry for the tool domain.

Blizzard Entertainment   **Irvine, CA**
Compatibility Analyst   *August 2019 - March 2021*
- Main point of contact for risk assessment and performance for AAA titles and third party vendors.
- Supported thousands of users as the tech admin for the company mobile device farm.
- Designed an app that saved over $10,000 annually by optimizing daily reporting workflows.
- Developed department-wide Jira time logging tool using third party APIs in WPF/C#.
- Created a mobile performance gathering automation tool in Python with Air Test and performance APIs.
- Performed critical testing and built automation scripts for mobile, PC, Mac, and consoles.

Farsight Studios   **Big Bear, CA**
Programming Intern   *June 2017 - September 2017*
- Partnered with lead producer to meet deadlines and accomplish tasks working with multiple development teams
- Shadowed company's systems engineers in programming best practices and development pipelines.
- Engineered a networked FPS game in Unity including weapons, player abilities, sounds, UI, and animations.
- Refined debugging skills by tracking bugs in production code in Perforce.
- Provided detailed bug documentation and white-box tested game content (C++).

EDUCATION

University of California, Irvine   **Irvine, CA**
B.S. Computer Game Science ~ Specialization in Soft. Engineering   *March 2019*
- Formally learned object-oriented programming languages (C#, Python, C++, JavaScript).
- Developed Python web-scraping algorithm to scrape Wiki & YouTube page data and insert into MySQL database
- Solved lag and syncing issue in client-server game through interpolation and latency mitigation techniques.
- Programmed server-client chat room using .NET framework in C++.
- Built front and back-end for UCI's Computer Game Science library website.
- Organized sprint planning meetings, defined sprint backlogs, and led Daily Scrums for school project teams.
- **Relevant Coursework:** Networks, Soft. Testing & QA, Algorithms, Linear Algebra, Data Structures, AI

SKILLS & TECHNOLOGIES

- ISTQB ATTA & DevOps tester Certified
- C#, C++, Python, JavaScript, HTML, XAML
- Automation: Python Airtest, AutoIt
- Windows, .NET libraries, REST APIs, Postman
- WPF, MVC, MVVM
- Data Binding, Reflection, Async. Programming
- Maya, Blender, Photoshop, Illustrator

- UI Fundamentals and HCI driven design
- Unity - Object Pools, Editor Tools, Networking
- AWS, MySQL, NoSQL
- Git, Perforce
- Jira, TestRails, Gamebench
- SDLC: Agile, SCRUM, Requirements Eng.
- ECS, Optimization & Big-O