Matthew DeLong

Software Engineer

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EXPERIENCE

Pace-o-Matic, Duluth, GA — *Senior Software Engineer*

Jun 2021 - PRESENT

- Developed legally compliant, skill-based games for gaming cabinets, integrating art/sound assets and collaborating with designers..
- Added graphical enhancements to the proprietary OpenGL game engine including a refactor of the shader rendering logic as well as developing custom support for the popular Spine 2D animation system.
- Mentored junior developers, helping them to sharpen their technical and soft skills.
- Rapidly prototyped and implemented new, experimental game types primarily in the form of new "bonus games."
- Debugged and refactored existing implementation of accounting and analytics reporting greatly enhancing its reliability and security while also dramatically reducing the bandwidth required.
- Refactored local network communication logic responsible for reporting redemption tickets from the gaming cabinets to the cash dispenser eliminating failures and enhancing security.
- Added several new network and hardware debugging tools to the game engine to reduce troubleshooting time when issues occur in the field.
- Created tools to speed development and optimize game file sizes.

American Gaming Systems, Atlanta, GA — *Software Engineer II*

Apr 2016 - Jun 2021

- Lead developer on a dozen new Class 3 video slot games using C# and Unity as well as a proprietary C++ game engine and Lua.
- Worked with mathematicians and game designers to implement pay table design using generic features triggered via an XML file where possible and custom logic when needed. Tested to ensure each pay table would pay back the correct amount over time, had the intended level of volatility, and would obey gambling regulations.

SKILLS INCLUDE

Languages: Java, C#, C++, Lua, SQL, Bash

Frameworks/Tools: Unity, Unreal Engine, OpenGL, XML, Git, SVN

Dev Practices: Agile, JIRA, Confluence, OOP, Design Patterns

Environments: Linux, Visual Studio, Eclipse

EDUCATION

University of North Georgia, *Bachelors of Computer Science*

Aug 2011 - Dec 2014

Summa Cum Laude

- Implement art and sound assets while collaborating with designers and artists to bring their vision to life for each game often while identifying ways to overcome engine limitations.
- Ported dozens of existing games from Class 3 (regular casino slots) to Class 2 (bingo).
- Was a top contributor to the shared game template streamlining development and reducing bugs.

Bridge2 Solutions, Alpharetta, GA — *Associate Software Engineer*

Feb 2015 - Mar 2016

- Identified and resolved defects in Java / Spring Boot Webapp.
- Handled deploying builds of development branches to test servers.
- Improved reliability of the multitude of test servers by automating cleanup.
- Automated translation key verification.