

Matthew Parker Posey

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SKILLS

Hard: C#, Unity 3D, GitHub, Perforce, SQL, Java, C/C++, VB.net, Git, Blender, Visual Studio, MSOffice 365

Soft: Problem Solving, Time management, Adaptability, Communication, Teamwork, Creativity, Interpersonal skills

EDUCATION

Louisiana State University (LSU), Baton Rouge, LA

May 2026

Major: Computer Science & Second Discipline

GPA: 4.25

Minor: Digital Media Art and Engineering Technology

Related Coursework: Object Oriented Design, Adv. Data Structures, Progr. Digital Media, Calculus II, Linear Algebra, Discrete Structures, Interactive Computer Graphics, Comp. Org. & Design, Software Development

EXPERIENCE

Engineering Research Assistant (Undergraduate)

October 2024 – Present

Louisiana State University, Baton Rouge, LA

- **Develop research-focused VR prototypes** in Unity 3D for active methods of interfacing with a personal computer, targeted towards primary education.
- **Rapidly iterate upon previous implementations** accounting for user feedback and technical needs.
- **Create immersive virtual experiences** from any 360-degree footage using 11 separate computers and 44 screens by integrating Unreal Engine nDisplay with Nvidia Surround.

Implementation Intern

May 2024 – Aug. 2024; May 2025 – Aug. 2025

FAST Enterprises, Charleston, WV

- Collaborated with peers to **address software bugs and coordinate software implementation**.
- Utilized Visual Basic to **recreate user errors, design software solutions**, and navigate changes through development environments via **rigorous testing**.
- **Optimized the efficiency** of large-scale daily and weekly SQL queries.
- **Communicated** effectively with the client to **balance user needs with technical requirements** and limitations.

Computer Science Teaching Assistant

September 2023 – May 2023

Louisiana State University, Baton Rouge, LA

- **Technically assist students** and **answer general programming questions** to guide proper understanding.
- **Study lab materials** to master concepts and content for labs.

PROJECTS

Lead Programmer – “Rooted in Math” (Unity 2D with C#)

- **Worked with a team of four to win 1st place** and best in UI/UX at the LSU WiCS Hackathon

Designer/Programmer – “Trigger Finger” (Unity 2D with C#)

- Designed and developed a **two-player competitive game** for children **from concept to delivery**, successfully **showcased and play tested** with a large audience of kids

Gameplay/Network Programmer – “Torchlight Tango” (Unity 2D with C#)

- Collaborated with a team of three to create a **peer-to-peer multiplayer** experience using **Unity Netcode**

ACTIVITIES

Student Government: College of Engineering Senator – *Rising Legislator of the Year* (2024)

Tennis, Theater, Reading, Video/Board/Card Games, Art, Rock Climbing, Hiking