

Matthew Tran

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SKILLS

C# C++ Java Python Unity Unreal Agile Git Perforce MetaXR

EDUCATION

University of Southern California, M.S. in Computer Science Aug 2024 – present
- 3.88 GPA in computer science coursework specializing in game design and development

University of California, Santa Barbara, B.S. in Computer Engineering Sep 2019 – Jun 2023
- 3.71 GPA (Dean's Honors), in computer engineering coursework including software and hardware integration

EXPERIENCE

QA Lead/Engineer, USC Games (B.L.U.E.) Jun 2025 – Present
- Led QA for a 20+ member team, identifying and debugging system-level issues to improve reliability and performance
- Collaborated with engineers to validate and refine systems within a large codebase
- Coordinated testing workflows and bug triage across cross-functional teams

Game Developer, Fly Exterminator Jan 2025 – Present
- Developed a mixed reality application for Meta Quest 3, integrating spatial input and real-world environments with interactive virtual systems
- Implemented real-time interaction systems and optimized performance for stable execution on XR hardware
- Built and iterated the application end-to-end from prototyping to production, preparing for release on the Meta Store

Game Development Intern, Boltz Entertainment Apr 2025 – Jan 2026
- Engineered real-time systems in Unity, focusing on synchronization, performance, and system reliability
- Designed and implemented interactive features supporting complex system behavior
- Optimized asset and build pipelines, reducing build size by 60% and improving runtime efficiency

PROJECTS

Typomancers, Lead/Network Engineer
- Developed a cooperative application with real-time synchronization and scalable system architecture
- Implemented distributed systems supporting consistent state and reliable communication
- Designed systems to maintain performance and stability under real-time conditions

Virtual Displacement Techniques, Graduate Student
- Implemented advanced rendering techniques using HLSL, focusing on real-time performance and efficiency
- Analyzed performance trade-offs across multiple rendering approaches
- Optimized rendering pipelines to improve efficiency in real-time applications

P.I.G.S., Hardware Lead / Computer Engineer
- Developed an autonomous drone system integrating hardware and software for real-time data collection using C++, Python, and ArduPilot
- Implemented control and telemetry systems across multiple layers, including hardware interaction and data processing
- Earned Faculty Choice Award and 2nd Place at the International Telemetry Conference for system design and implementation

Neuromancer, Enemy AI Lead
- Developed AI systems for enemy and ally units in a team of 10 using Unity and C#
- Designed behavior systems enabling dynamic interactions and responsive gameplay
- Collaborated through Agile sprints and daily standups to meet development milestones

INTERESTS

SCUBA (PADI AOW) | Video Games | Skiing/Snowboarding | Wakesurfing | Swimming | Badminton