IAN MATIC

Ianmatic.com - ianmatic68@gmail.com

EMPLOYMENT

Software Engineer II - iOS **Microsoft Corporation** **Autumn 2023 - Present**

Microsoft Teams – Redmond, WA

- Working on iOS client of Teams Consumer. Feature development and costing is driven by Agile practices. Native development using UIKit with Swift and Objective-C.
- Migrated device contact syncing to new RESTful APIs. Collaborated with middle-tier and back-end teams. Improved speed and reliability of syncing by 44%.
- Developed unit tests and automated integration tests for client. Significantly improved reliability and coverage of continuous integration pipelines.
- Added new experiment-driven screens and notifications. Increased user engagement post sign-up by 37%.

Software Engineer **Microsoft Corporation** **Spring 2021 – Autumn 2023**

Microsoft Teams – Bellevue, WA

- Worked as a developer for both Web and iOS clients of Teams Consumer. React via TypeScript and Apollo GraphQL used for Web client. UIKit with Swift and Objective-C used for iOS client.
- Introduced Contact Service using RESTful APIs for managing and syncing contact data in collaboration with Office 365 Substrate. Resulted in 15% increase in engagement with contacts throughout app.
- Collaborated with Azure team to deliver server-driven UI prompts on the client. Allows quick deployment and iteration of prompts to boost user engagement.

Software Engineering Intern **Microsoft Corporation** **Summer 2019, 2020**

Microsoft Teams – Bellevue, WA

- Interned on Messaging team on Web client for Teams. Utilized React with TypeScript for UI development and Apollo GraphQL to interface with backend APIs.
- Developed UI for viewing groups of images. Added ability for users to schedule their messages.

Programming Instructor **iD Tech Camps** **Summer 2018**

Game development – Austin, TX

- Taught classes on aspects of game development to school-age groups, such as 3D modeling and scripting.
- Coordinated with other instructors for planning inter-group activities and for teaching larger cohorts.

EDUCATION

Rochester, NY **Rochester Institute of Technology (RIT)** **Fall 2017 – Winter 2020**

- B.S. in Game Design and Development. GPA: 3.97 - Summa Cum Laude
- Coursework: Artificial Intelligence, Data Structures and Algorithms, Web Application Development, Graphics Development, Engine Development, Console (PS4) development.

TECHNICAL EXPERIENCE

Projects

- **Egg** – 2D platformer developed using the MonoGame framework with C#. ianmatic.itch.io/egg
- **Don't Look Back –** 2.5D survival horror game developed using Unity with C#. ianmatic.itch.io/dont-look-back
- **Personal website –** See the above projects and 3 others on my website. ianmatic.com

Languages, Technologies & Tools

- Swift, Objective-C, TypeScript/JavaScript, C#, C++
- UIKit, SwiftUI, Xcode, VS Code, Git, React, HTML, CSS, Unity
- RESTful APIs, Agile Methodology, Unit Testing, Integration Testing