

Matthew Komar

Portfolio/Website: compuginger.com

(646) 353-8682

mkomar@andrew.cmu.edu

Professional Experience:

Neuroscience Lab – Research Assistant

August 2020-

Currently working on user interface for a **research experiment** for a VR study.

Fantastical Delights VR – Manager & Lead

November 2019-May 2020

Lead a team of 5 people to build a VR experience based on the Garden of Earthly Delights painting for the **Beaux Arts Ball at Carnegie Mellon**. It was developed for the **Oculus Quest** in **Unreal Engine C++**

Notable Projects:

BLADE – Producer & Co-Lead

August 2020-

Producer and Co-Lead on a team of 15 people building a 3D fighting game. In addition, I am responsible for **programming** the **multiplayer** backend, both local and online, and a chunk of gameplay features.

Bearly Alive VR – Lead Artist

October 2019-December 2019

Lead two other artists in making assets for a CMU Game Creation Society VR game where players roam the world as a marauding bear. We were given the “Best Game” award.

Project Dungeon Crawler

May 2018 – January 2019

Made a dungeon crawler for the **Oculus GO** platform using Unreal Engine

Brooklyn Bridge VR

November 2017, May 2018

Built a Virtual Reality experience of the Brooklyn Bridge as it appeared in the 1920s for the Oculus GO platform using Unreal Engine

Education:

Carnegie Mellon University

B.F.A + B.S. HCI GPA: 3.42

May 2023

Skills:

Programming Languages:

- C++, C, Python

Tools/Software

- Unreal Engine, Unity, Maya

Hardware Experience

- Oculus Rift, Quest, GO

Accomplishments:

Hack112 2020

3rd Place

Worked with a team to build a local version of the Amazon Alexa in Python.

HackCMU 2019

1st Place

Worked with a team to develop a concept for a Virtual Reality dating app using Unreal Engine.

Mike Hermes Modeling

Competition 2017

2nd Place

Modelled the Brooklyn Bridge to scale.