

Matthew McGrath

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EDUCATION

WESTERN GOVERNORS UNIVERSITY

Bachelor of Science, Computer Science

Relevant Coursework: Computer Architecture, Data Structures and Algorithms, Artificial Intelligence, Java, Web Development, Back-End Programming

Salt Lake City, UT

Expected July 2026

WESTWOOD COLLEGE

Bachelor of Science, Game Software Development

Cumulative GPA: 4.0/4.0; Dean's List

Relevant Coursework: Assembly, Compiler Design, Software Engineering, Operating Systems, Game Development

Denver, CO

2015

WORK EXPERIENCE

FREELANCE WEB DEVELOPER

Web Developer

Redlands, CA

Oct 2020 – July 2025

- Created responsive, accessible websites utilizing React, HTML, CSS, and various frameworks
- Implemented business logic using JavaScript, TypeScript, Node.js, and Express
- Planned with and managed small groups of developers to create full-stack web apps

PIXEL PSYCHE STUDIOS

Lead Game Developer

Redlands, CA

2009 – 2020

- Independently developed and released two games for the Xbox Live marketplace
- Designed a C#-based game engine from scratch, improving development time and reducing game logic complexity
- Collaborated with 50+ game developers to playtest, improve, and create their dream games

PROJECTS

MATTHEW MCGRATH'S WEB DEVELOPER PORTFOLIO

[\[Live Link\]](#)

- Launched a portfolio website that harnessed the speed of an HTML, SASS, and JavaScript tech stack
- Boosted client awareness and outreach significantly with an accessible, SEO-friendly design

FLAT UI – COLOR PALETTE PICKER

[\[Live Link\]](#)

- Developed a polished full stack clone of the Flat UI website utilizing React, React Router, Material UI
- Persistent local and global storage allows users to create and save color palettes for personal use

AVATARS IN GRAVE DANGER – XBOX 360 GAME

[\[GitHub Link\]](#)

- Designed, programmed, and sold a wave-based arcade game for the Xbox 360 indie platform
- Crafted a full game engine and game logic using tens of thousands of lines of C# code
- Experienced by thousands of players, earning a 4.2/5.0 star rating

AVATAR TYPING – XBOX 360 GAME

[\[GitHub Link\]](#)

- Designed, programmed, and sold a light-hearted zombie game that used the keyboard as input

SKILLS

Front End: JavaScript, TypeScript, HTML, CSS, SASS, Tailwind

Back End: Python, C#, Node.js, Express, PostgreSQL, MongoDB

Frameworks: React, Next.js, Angular