

Matthew Bitter

Web & Game Developer

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(859) 512-6189

EXPERIENCE

Touchstone Group Associates, LLC — Senior Web Developer

June 2015 – July 2026

Technologies used: ASP.NET, C#, MSSQL, Azure, Entity Framework, TypeScript, Odata, Kendo, Vue.js, Webpack, Visual Studio, VSCode

- Rearchitected legacy MVVM framework to Vue.js while addressing technical debt.
- Built the TypeScript architecture from the ground up for use across teams.
- Enforced linting rules for code readability, maintainability, and to analyze potential errors.
- Promoted reusable components for consistency and to eliminate code duplication.
- Recognized for overcoming significant challenges within projects.
- Mentored others in best coding practices to increase coding efficiency.

Moonstruck Games — Game Director

January 2014 – May 2015

Technologies used: Unity, C#, Visual Studio

- Designed and developed company website.
- Integrated Unity Ads network for monetization.
- Added support for in game purchases.
- Experienced with both 2D and 3D Unity development.
- Worked with various SDKs to add game features such as achievements, leaderboards, and game replays.

Chicago West Pullman, INC. — IT Director

November 2010 – December 2013

Technologies used: ASP.NET, C#, MSSQL, JavaScript, HTML, CSS

- Performed all IT related operations required by the company.
- Helpdesk support for both hardware and software issues.
- Connected with 9 different social networking APIs.
- Managed and assisted new hires in development.
- Configured company network and email system.

SKILLS

TypeScript	■■■■■
JavaScript	■■■■■
C#	■■■■■
Unity	■■■■■
ASP.NET	■■■■■
Vue.js	■■■■■
Vuetify	■■■■■
MSSQL	■■■■■
HTML5	■■■■■
Azure	■■■■■
Entity Framework	■■■■■
OData	■■■■■
Nuxt	■■■■■
Visual Studio	■■■■■
VSCode	■■■■■
CSS3	■■■■■
Webpack	■■■■■

EDUCATION

Cincinnati State — Software Engineering

Sept 2003 – Aug 2005

Studies focused on application development, web development, database programming, IT project management, and IT concepts.