# Matthew Bierman

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Education				
Aug 2016 – Dec 2019		y of Texas at Dallas ence in Computer Science	GPA: 3.95	
Employment				
May 2019 – Aug 2019	<ul> <li>Developed</li> </ul>	•	using <b>React Native</b> and <b>Pyt</b>	chon for Oscar's mobile app. Eer at company-wide hackathon
Aug 2018 – Present	<ul> <li>be mindful beverages • CIO • bemindfulbeverages.com</li> <li>Disrupting the beverage industry with a new line of clean label, organic energy drinks.</li> <li>Designing company's brand strategy and identity from the ground up.</li> </ul>			
May 2018 – Present	<ul> <li>Founded di</li> </ul>			design, and digital marketing.

### Leadership Roles

Jun 2018 – May 2019

Dec 2018 – Present	ACM at UT Dallas • Director of ACM Projects
	<ul> <li>Established ACM's 6<sup>th</sup> division, ACM Ignite, to provide mentorship for aspiring entrepreneurs.</li> <li>Managing 9 teams on semester-long projects to cultivate skills using emerging technologies.</li> <li>Leading workshops on entrepreneurship, project management, and UI/UX design.</li> </ul>
Dec 2017 – Dec 2018	<ul> <li>ACM at UT Dallas • Vice President</li> <li>Led the largest computer science organization at UT Dallas with over 1,800 members.</li> <li>Oversaw its operations across 5 divisions and directed a team of 32 officers.</li> </ul>

Designed and developed onboarding wizard using **Angular 6** with a focus on **UX design**. Developed management coaching tool using **React**, leading to an estimated \$200M savings.

## Skills

Programming Languages	Python, HTML, CSS, JavaScript, TypeScript, R, Bash/Shell, SQL, C++, Scala
Frameworks / Platforms	Angular, React, React Native, Apache Spark, Apache Hadoop, SparkR, Flask

AT&T • Software Development Intern/Co-op • Dallas, TX

## **Projects**

March Madness
2018 Prediction

#### R, SparkR

- Developed algorithm to predict March Madness games, correctly predicted overall winning team.
- Performed data pre-processing, feature engineering, and model training using logistic regression.
- Placed in **top 30%** of machine learning Kaggle competition and in **top 1%** of all brackets.

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### Unity, C#, Vuforia

- Created an augmented reality catalog to display 3D objects in real-time.
- Won **second place overall** at the *CodeRED 2017* hackathon, hosted by University of Houston.