MATTHEW BIERMAN

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EDUCATION

Expected Dec 2019

The University of Texas at Dallas

Bachelor of Science in **Computer Science GPA**: 3.96

LEADERSHIP ROLES

Dec 2017 - Present

Association for Computing Machinery at UT Dallas • Vice President

 Leading the largest computer science organization at UT Dallas and overseeing its operations across five divisions, with over 30 officers and 1,600 members.

Aug 2017 - May 2018

Student Success Center at UT Dallas • Supplemental Instruction Leader

- Facilitated interactive group study sessions for the Discrete Mathematics for Computing I course.
- Received the Most Improved Award for the Fall 2017 semester.

EMPLOYMENT

Jun 2018 - Present

AT&T • Software Development Intern • Dallas, TX

- Developing and designing an onboarding wizard using Angular 6 with a focus on UX design.
- Created an interactive dashboard for AT&T customer chat data using Bootstrap and R.
- Received the Marty Turco Legends of Achievement Award.
- Completed two internal career development courses: Machine Learning and ChatBots.

May 2018 - Present

Dot Slash Digital • CEO/Founder • Las Vegas, NV

- Founded a digital agency specializing in web development, graphic design and digital marketing.
- Currently serving 6 clients throughout the Las Vegas valley.

SKILLS

PROGRAMMING LANGUAGES FRAMEWORKS / PLATFORMS

C++, Shell (sh/bash), HTML, CSS, JavaScript, TypeScript, ES6, MIPS Assembly, R, Scala jQuery, Bootstrap, Apache Spark, SparkR, Apache Hadoop, Angular

PROJECTS

Smart Lock

- Bash (Shell), JavaScript
- Developed Bash scripts to check all MAC addresses on a network, compare found devices with Access Control List to lock/unlock door, and export data to log files and frontend.
- Developed data visualization charts using **JavaScript** with **Chartist.js** to display the frequency of whitelisted users on a given network.
- Won first place in ACM Projects, worked with a team of five using Agile software development.

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- Unity, C#, Vuforia, HTML, CSS, JavaScript, jQuery, Bootstrap 4
- Created an augmented reality catalog using image targets to display 3D objects in real-time.
- Developed a responsive, one-page demo furniture catalog to demonstrate industry use cases.
- Won second place overall at CodeRED Exploration 2017, a University of Houston hackathon.

March Madness 2018 Prediction

- R, SparkR
- Predicted outcomes for each game of the March Madness 2018 Men's Tournament.
- Performed data pre-processing, feature engineering, and model training using logistic regression.
- Placed in the top 30% for the Google Cloud & NCAA ML Competition 2018-Men's Kaggle competition and in the top 1% for the Capital One NCAA March Madness Bracket Challenge.