Matthew Bierman

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Education

Aug 2016 – Dec 2019	**The University of Texas at Dallas** Bachelor of Science in Computer Science	Magna Cum Laude, GPA: 3.9

Employment

Feb 2020 – Present

Oscar Health • Software Engineer • New York, NY
- Developing features to improve member engagement on member-facing website and mobile app.
- Leading and developing full-stack projects end-to-end using **React**, **React Native**, and **Python**.

May 2018 – Present

Dot Slash Digital • CEO/Founder • dotslashdigital.com
- Founder of digital agency specializing in web development, graphic design, and digital marketing.
- Managing 25+ simultaneous projects and strategizing project execution across multiple teams.

May 2019 – Aug 2019

Oscar Health • Software Engineer Intern • New York, NY
- Developed step tracking leaderboard using **React Native** and **Python** for Oscar's mobile app.
- Won **third place overall** for building automated contract converter at company-wide hackathon.

Jun 2018 – May 2019

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

Leadership Roles

Dec 2018 – Dec 2019

ACM at UT Dallas • Director of ACM Projects
- Established ACM's 6th division, ACM Ignite, to provide mentorship for aspiring entrepreneurs.
- Managing 9 teams on semester-long projects to cultivate skills using emerging technologies.
- Leading workshops on entrepreneurship, project management, and UI/UX design.

Dec 2017 – Dec 2018

ACM at UT Dallas • Vice President
- Led the largest computer science organization at UT Dallas with over 1,800 members.
- Oversaw its operations across 5 divisions and directed a team of 32 officers.

Skills

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

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.