Matthew Bierman

<u>matthew.bierman2@gmail.com</u>		https://bierman.io	(702) 712-2892	ngithub.com/BiermanM
Education				
Expected Dec 2019	The University	y of Texas at Dallas		

Employment

Jun 2018 – Present AT&T • Software Development Intern/Co-op • Dallas, TX

Bachelor of Science in Computer Science

- Designed and developed an onboarding wizard using **Angular 6** with a focus on **UX design**.
- Created an interactive dashboard to visualize AT&T customer chat data using JavaScript and R.

GPA: 3.94

Developing a management coaching tool using React, leading to estimated \$200M savings.

May 2018 - Present

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

- https://dotslashdigital.com
- Founded a digital agency specializing in web development, graphic design and digital marketing.
- Currently serving 8 clients throughout the Las Vegas valley.
- Developing automation tools to increase efficiency in project management.

Leadership Roles

Dec 2018 – Present

Association for Computing Machinery at UT Dallas • Director of Projects, Director of Ignite

- Established ACM's 6th division, ACM Ignite, guiding students in developing unique side projects.
- Increased the number of applicants for ACM Projects by over 300% for two straight semesters.
- Leading workshops on entrepreneurship, project management, and public speaking.

Dec 2017 - Dec 2018

Association for Computing Machinery 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 led a team of 32 officers.

Skills

Programming Languages
Frameworks / Platforms

C++, Bash/Shell, HTML, CSS, JavaScript, TypeScript, R, Scala, Python, SQL jQuery, Bootstrap, Apache Spark, SparkR, Apache Hadoop, Angular, React

Projects

Smart Lock

Bash (Shell), JavaScript

- Developed Bash scripts to scan networks and automate household door lock operations.
- Designed dashboard using JavaScript to visualize real-time network activity.
- Won first place in ACM Projects, worked with a team of five using Agile software development.

view*ar*

Unity, C#, Vuforia, HTML, CSS, JavaScript, jQuery, Bootstrap 4

- Created an augmented reality catalog to display 3D objects in real-time.
- 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.