MATTHEW J. GOODWIN

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425-533-6874

EDUCATION

California Polytechnic State University — Graduated Dec 2017

San Luis Obispo, CA

Bachelor of Science, Computer Science, College of Engineering

EXPERIENCE

Full Stack Software Engineer — May 2018 – Present

Hoylu

- Designed and developed a data visualization tool in React that displays real-time imagery pertinent to the customer over a satellite view of the Earth. Created an administrative portal for the tool that allows customers to directly manage the data. Leveraged the LokiJS javascript library to store this data.
- Collaborated with our client's large corporate team using Jira and Azure DevOp, to develop a web and mobile compatible application that allows our customers to provide their passengers a wide range of services, information, and online booking.
- Developed features on Hoylu's existing collaboration product in React and in Svelte. This included creating specialized tool sets for use within the software, and building various modules for customer's multifaceted needs
- Created offline digital display software featuring historical data patterns that users could physically interact with.
- Deployed and managed these displays in remote locations around the world.

Software Development Intern — June 2017 – Sept 2017

Workday, Inc.

- First to create software to retrieve and import data into Workday's new Worksheets application by applying their REST API
- Integrated a *'projects'* optimization feature into the consumer facing interface allowing users to most efficiently evaluate their opportunities
- Assessed the current codebase and existing Java source to design a project plan
- Designed and presented UML Diagrams to communicate functionality and future project goals

Software Team Lead — May 2016 – June 2017

PROVE - Cal Poly's Prototype Vehicles Laboratory

- Created and led the team that developed software for a vehicle that will break the record for the world's fastest solar car
- Wrote code for Arduino to calculate the velocity, acceleration, and direction of the car at various intervals using data received from inertial measurement units
- Collaborated with other team leads to support the design and construction of the vehicle
- Recruited and trained additional members to continue work on the solar car after the graduation of senior members

Programming Instructor — Summers 2014 - 2015

iD Tech Camps

- Educated students as a lead instructor, ages six to eighteen, in game design, Java, and C++ programing
- Created a curriculum that would be adopted company wide within a year
- Improvised advanced curriculums for individuals with high interest and experience in programming

Programming Experience

Languages/Frameworks: Javascript, Typescript, React, Java, C/C++, C#, Python

Other: Unreal Engine 4, Jira, Azure DevOps