MATTHEW **GOLEZ**

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GitHub Profile

OBJECTIVE

With the experience and skills I have acquired from school, clubs and personal projects, I am seeking a position where I can apply what I have learned and work with a team to develop software products that are efficient, high-quality, and reliant.

EDUCATION

Bachelor of Science in Mathematics | University of Washington
2017 – 2021
Dean's List
Notable courses: Discrete Mathematical Modeling, Linear Programming, Numerical Analysis, Abstract Algebra, Advanced Linear Algebra, Statistical Inference

Minor in Computer Science & Software Engineering | University of Washington
2017 – 2021
Dean's List
Notable courses: Data Structures and Algorithms, Database Systems and Internals, Technical Foundations, Software Engineering

EXPERIENCE

Advanced Robotics at UW | University of Washington
2017 – 2019
Worked on projects in teams to develop features for our robots that were used in competitions hosted by DJI, a technology company that produces drones and action cameras, where our team finished 3rd place in the international bracket. Used Keil, a software development environment for microcontroller devices, to program motors and solenoids that enhance robot mobility and functions.

SKILLS

Proficient: Python, Java
C | HTML | CSS | SQL | R | Tableau
IntelliJ | PyCharm | DataGrip | Visual Studio Code | Gradle | Git

PROJECTS

Software Development Projects

- UW robotics team, used Keil to implement features for robots and involved collaboration with other members to delegate and complete tasks
  - GitHub: Robotics Team Base Project
- Collaborated on a website with a fellow student that uses machine learning to recommend hobbies and interests based on user inputs
  - GitHub: Machine Learning Website

School Projects

- Created a flights database using Azure, SQL in DataGrip, and Java in IntelliJ that stores information about flight details and allow the user to check, book, and cancel flights.
  - GitHub: Flights Database Project

Personal Projects

- Used Python with machine learning to teach an object to jump over incoming obstacles
  - GitHub: Machine Learning Jump