Matt Grant
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DFXLuna.github.io

SUMMARY

Product-driven and self-starting computer programmer and student with years of experience in working in communication driven teams. Actively contributes to open source projects.

COMPUTER SKILLS

Languages

- Fluent with: C (89 & 99), C++ (98 – 14), C#, Python, Typescript

- Familiar with: Bash, Haskell, Haxe, Java, Javascript, SQL

Technologies

- Debugging: Jest, GDB, PDB, MSVC Debugger

- Linux: Bison, Flex, GCC, Make, etc.

- Version Control: Git, Team Foundation

- Misc.: ASP.NET, Bootstrap, LINQ

PROJECT EXPERIENCE

Decaf Language Compiler   Fall 2017

- Implemented a compiler for the Decaf language, a subset of Java.

- Lexical analyzer implemented using Flex++.

- Parser and syntax tree implemented in Bison with C++ and object-oriented best practices.

Unix File System Emulator   Spring 2017

- Simulates disk I/O, partitioning and filesystem actions.

- Object-oriented, top down design in C++ 98.

A* Path Finding in Stochastic Game Environment   Fall 2016

- Adaptation of standard A* algorithm in Java to plan for random noise applied to simulated controller inputs.

- Simulates game state over several frames to determine most desirable inputs.

WORK EXPERIENCE

Seasonal Sales Associate   Summer 2015 - 2017

The Home Depot

- One on one communication with customers and coworkers

- Interactive problem solving and diagnosis

- Working in a teamwork driven environment

EDUCATION

University of Wyoming   Anticipated May 2018

Laramie, WY

- Bachelor of Science in Computer Science

- GPA 3.326