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.

TECHNICAL SKILLS

Languages
- Fluent in: 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 Frontend   Fall 2017

- Implemented a compiler frontend for the Decaf language, a subset of Java.
- Lexical and semantic analysis done in Flex++ and Bison respectively
- Fully modular syntax tree generation and type checking done in C++ 98 using 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.

EDUCATION

University of Wyoming   Anticipated May 2018

- Bachelor of Science in Computer Science
- GPA 3.326

WORK EXPERIENCE

Seasonal Sales Associate   Summer 2015 - 2017

The Home Depot
- One on one communication with in a customer facing position
- Working in a teamwork driven environment