

Matt Grant
mgrant9@uwyo.edu

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