MATTHEW DUROCHER

+1(231) 649-2655 ◇ Ann Arbor, MI

durocma@umich.edu ◇ linkedin.com/in/matthew-durocher/ ◇ durocma05.github.io/personal-website/

EDUCATION

Bachelor of Science (Economics & Computer Science), University of Michigan   Aug 2019 - Dec 2022
Relevant Coursework: Web Systems, Computer Security, User Interface Development, Machine Learning, Software Engineering, Extended Reality and Society, Data Structures and Algorithms, Game Theory, Econometrics

Associates in Science and Arts, Northwestern Michigan College   Aug 2017 - April 2019

SKILLS

Languages	C/C++/C#, Python, HTML, CSS, JavaScript, SQL
Libraries/Frameworks	React, Flask, Jinja, jQuery, PyTorch, NumPy, Pandas, Socket, Threading
Other	Unreal, Unity, AWS, Excel, Jira, LaTeX, Wireshark, Shell scripting, Git, Agile

EXPERIENCE

Software Engineer Intern   Jan 2023 - present
Robert Bosch   *Farmington Hills, MI*

- Gathered requirements, designed wireframes, and developed both front-ends and back-ends for fleet management software that handled vehicle tracking, PDF generation, and a variety of other metrics
- Completed market research on fleet management software to identify where Bosch could develop unique selling points and stay competitive
- Explored possibilities of how Bosch could incorporate a wide range of artificial intelligence products and capabilities into its fleet management solutions

Research Assistant   Sept 2020 - April 2021
University of Michigan   *Ann Arbor, MI*

- Assisted a PhD candidate in the University of Michigan's Ross School of Business with her thesis as part of the Undergraduate Research Opportunity Program (UROP)
- Collected and analyzed data on hundreds of SEC-registered broker-dealers to look for patterns regarding where their securities trades are sent and total compensation for each
- Used this data to draw conclusions regarding the broker-dealers' market power, the trading volume of each, and if state legislation has a major impact on these companies' order flow

PROJECTS

Instagram Clone Website - Implemented both server-side and client-side dynamic pages versions of a mock Instagram website. Utilized HTML, CSS, SQL, and JavaScript w/ React framework, and deployed the site to AWS.

VR Computer Lab - Developed an interactive virtual reality computer lab using the Unreal game engine. Included throwing away pieces of garbage, drawing on a whiteboard, talking to NPCs, and pulling a fire alarm.

AR Smartphone App - Created a tree-planting augmented reality application inspired by Pokémon GO using the Unity game engine. Allowed users to spawn trees, feed squirrels w/ acorns, and track their coordinates with the Mapbox API.

ABOUT ME

- TS/SCI eligible
- Languages: limited working proficiency in German, elementary proficiency in French
- Interests: Jiu-jitsu, Muay Thai, hiking, reading, traveling, and trying new foods