

MATTHEW DUROCHER

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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

TECHNICAL SKILLS

Languages/Frameworks	HTML, CSS, JavaScript, React, Python, Flask, Jinja, SQL, C/C++
Libraries	Redux/Redux Toolkit/RTK Query, React Router, PrimeReact, Leaflet, i18next, Jest, React Testing Library, jQuery
Miscellaneous	Azure DevOps, npm, Vite, Git, Figma, OAuth 2.0, AWS, Agile, Unreal, Unity, Excel, Jira, LaTeX, Shell scripting

EXPERIENCE

Associate Software Engineer Aug 2023 - present
Robert Bosch *Farmington Hills, MI*

- Developed user interfaces (HTML/CSS/JavaScript/React) for fleet management software that allows users to track GPS locations (Leaflet) and sensor measurements for trailers in a variety of languages (i18next)
- Collaborated with the back-end, legal, and management teams to ensure user interfaces were able to efficiently pull from multiple APIs, give the end user proper cookie management capabilities, and fit the proper requested requirements
- Ran tests of OBDII and 9-Pin J1939 sensors in class 6-8 vehicles to ensure the correct data-points were being correctly captured

Software Engineer Intern Jan 2023 - July 2023
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

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 an AWS EC2 instance.

DriVR Ed - Created a virtual reality driver's education simulator called [DriVR Ed](#) using the Unreal game engine. The simulator teaches users how to navigate a variety of road signs, stop lights, and other potential real-life situations, and then grades them on their performance of navigating the course.

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