MATTHEW HODGSON
Software Engineer

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GITHUB: https://github.com/Hrodgeir

SUMMARY

I am a soon to be graduate of a Bachelors of Software Engineering degree from the University of Victoria. Taking an interest in developing innovative and practical software, I have completed various personal projects and cooperative work terms. I strive to further my knowledge of anything and everything software related, with a keen interest in fields such as artificial intelligence, web development, and automation. I hope for an opportunity to apply my skills and unique perspective to a promising software project.
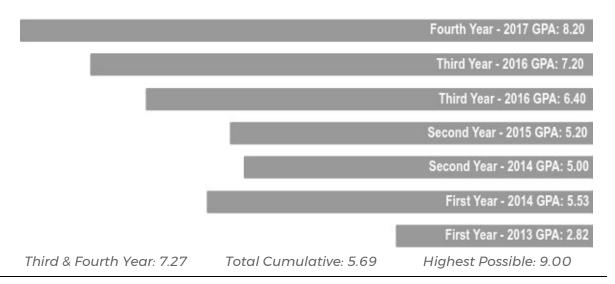

EDUCATION

BACHELOR OF SOFTWARE ENGINEERING
University of Victoria
SEPTEMBER 2013 - APRIL 2018
Study of the requirements, development, implementation, testing, maintenance, and evolution of software systems ranging from embedded systems to large scale systems.

Fourth Year - 2017 GPA: 8.20	
Third Year - 2016 GPA: 7.20	
Third Year - 2016 GPA: 6.40	
Second Year - 2015 GPA: 5.20	
Second Year - 2014 GPA: 5.00	
First Year - 2014 GPA: 5.53	
First Year - 2013 GPA: 2.82	

Third & Fourth Year: 7.27   *Total Cumulative: 5.69*   *Highest Possible: 9.00*

WORK EXPERIENCE

APPLICATION DEVELOPER   *Victoria*
ISM Canada - Technology Engineering Services
JANUARY 2017 - APRIL 2017 (4 Months)
- Developed Windows Presentation Foundation applications for ISM Canada's IT Support staff that involved XAML, VB.NET, SQL, and C# in an AGILE development environment.
- Developed applications involving software automation and testing frameworks.
- Created various test plans and user guides for multiple applications.
- Provided insight on design patterns and implementation of features.
- Gathered complex requirements from users and converted such requirements into individual tasks.

WORK EXPERIENCE

APPLICATION DEVELOPER   *Victoria*
ISM Canada - Technology Engineering Services
MAY 2016 - AUGUST 2016 (4 Months)

- Developed Windows Presentation Foundation applications for ISM Canada's IT Support staff that involved XAML and VB.NET in an AGILE development environment.
- Overhauled an existing application to have an intuitive user interface, more functionality, and an enhanced code structure.
- Created various test plans and user guides for multiple applications.
- Restructured the project management system to use JIRA instead of Visual Studio Team Services.

WEB APPLICATION DEVELOPER   *Victoria*
University of Victoria - Department of Continuing Studies
JANUARY 2015 - AUGUST 2015 (8 Months)

- Developed ASP.NET web applications for UVIC's Division of Continuing Studies student registration system that involved HTML, CSS, Razor MVC, and C# in an AGILE development environment.
- Developed strong understanding of how a realistic software lifecycle works and how to communicate effectively with team members on a large variety of programming tasks.
- Participated in daily group meetings with coworkers and provided input and ideas to help towards the development of the web applications.

TECHNICAL KNOWLEDGE

PROGRAMMING LANGUAGES

C#	*800 Hours*
C	*300 Hours*
Java	*200 Hours*
Python	*150 Hours*
VB.NET	*150 Hours*
XAML	*100 Hours*
SQL (Various Schemas)	*50 Hours*
C++	*30 Hours*

WEB DEVELOPMENT

HTML / CSS	*150 Hours*
JavaScript	*50 Hours*
Angular	*25 Hours*
ASP.NET	*20 Hours*
Razor MVC	*15 Hours*

OPERATING SYSTEMS

Windows	*15,000 Hours*
Linux	*200 Hours*

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TECHNICAL KNOWLEDGE

NOTABLE KNOWLEDGE

Visual Studio, .NET Framework, WPF, Git, SVN, VS Debugger, Manual Testing, Unit Testing, Integration Testing, NUnit, JMeter, TFS, Requirements Elicitation, Microsoft Word, Excel, and Powerpoint.

PROJECTS

PERSONAL WEBSITE
http://hrodgeir.github.io/
Made using HTML and CSS.

PONG GAME
https://github.com/Hrodgeir/Pong
Made using Unity with C# scripting.

OPTIMIZED FIR FILTER
https://github.com/Hrodgeir/Embedded-Systems-Project
Made using C optimization techniques.

LINUX PROCESS SHELL
https://github.com/Hrodgeir/LinuxProcessShell
Made using C to view Linux processes.

GAME PROTOTYPE
https://github.com/Hrodgeir/TileGame
Experimented with various game prototypes using Unity and Microsoft XNA Game. The above is a tile based A* pathfinding prototype.

SETTLERS OF CATAN AI
https://github.com/Hrodgeir/CENG420
An artificial intelligence using heuristics that determines the best strategy to use when playing the board game Settlers of Catan.

More detailed descriptions can be found here: https://github.com/Hrodgeir

INTERESTS

GAMING
I have created a custom built gaming desktop and I enjoy playing video games as well as board games.

SKIING & HIKING
I have been skiing since I was 3, and was involved in many competitive races from an early age. I enjoy hiking with friends and family.

REFERENCES

ACADEMIA
Available upon request.

INDUSTRY
Available upon request.