

MATTHEW HODGSON

Software Engineer

PHONE: 778-210-0126 EMAIL: matthodg@uvic.ca

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.

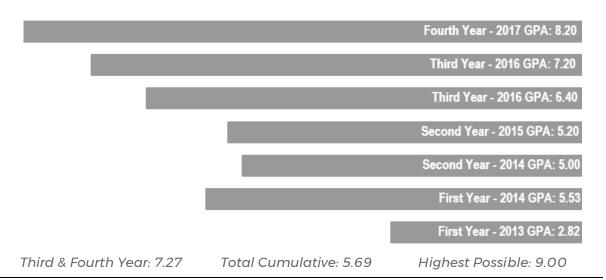
EDUCATION

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.



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.



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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		WEB DEVELOPMENT		
	C#	800 Hours	HTML/CSS	150 Hours	
	С	300 Hours	JavaScript	50 Hours	
	Java	200 Hours	Angular	25 Hours	
	Python	150 Hours	ASP.NET	20 Hours	
	VB.NET	150 Hours	Razor MVC	15 Hours	
	XAML	100 Hours	OPERATING SYSTE	ATING SYSTEMS	
	SQL (Various Schemas)	50 Hours			
	C++	30 Hours	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, Haskell, Functional Programming,

Go, Concurrency, Requirements Elicitation, Microsoft Word, Excel, and

PowerPoint.

PROJECTS

PERSONAL WEBSITE

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

OPTIMIZED FIR FILTER

https://github.com/Hrodgeir/Embedded-Systems-Project

Made using C optimization

techniques.

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.

PONG GAME

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

LINUX PROCESS SHELL

https://github.com/Hrodgeir/LinuxProc

Made using C to view Linux

processes.

SETTLERS OF CATAN AL

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.