MATTHEW HODGSON
Bachelor of Software Engineering

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SUMMARY

I am a graduate of a Bachelor 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, mobile 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

SOFTWARE DEVELOPER   *Victoria, BC*
Latitude Geographics – Professional Services
APRIL 2018 – PRESENT

- Developed web and mobile mapping applications for a large variety of clients that involved requirements analysis, design, iterative development, product demonstrations, documentation, and software delivery.
- Lead projects as the technical lead to ensure successful, in-budget deliveries.
- Delivered client-specific cross-platform mobile applications for Windows, Android, and iOS.
- Interacted with clients daily to ensure the requirements of the applications were met.
- Created detailed quotes for clients based on technical knowledge and experience.

APPLICATION DEVELOPER   *Victoria, BC*
ISM Canada - Technology Engineering Services
MAY 2016 – AUGUST 2016 (4 Months) & 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.
- Overhauled an existing application to have an intuitive user interface, more functionality, and an enhanced code structure.
- 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.

WEB APPLICATION DEVELOPER   *Victoria, BC*
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, Angular, Razor MVC, and C# in an AGILE development environment.
- Developed a strong understanding of how a realistic software lifecycle works and how to communicate effectively with team members on a large variety of programming tasks.
- Provided input and ideas to help towards the development of the web applications.

TECHNICAL KNOWLEDGE

PROGRAMMING LANGUAGES

C#
C
Java
Python
VB.NET
SQL (Various Schemas)
C++
Haskell
Go
Prolog

DEVELOPMENT TOOLS

Visual Studio
.NET Framework
Git
VSTS/Azure DevOps
WPF & XAML
Xamarin
JSON
SVN
Eclipse

WEB DEVELOPMENT

HTML / CSS
JavaScript
TypeScript
React
Node JS
Angular
ASP.NET
Razor MVC

GIS SOFTWARE

ArcGIS JavaScript API
ArcGIS .NET Runtime
ArcGIS Product Suite
Geocortex Product Suite

METHODOLOGY & TESTING

AGILE
Manual Testing
Requirements Elicitation
Unit Testing
Integration Testing
NUnit
Jmeter

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/LinuxProcessShell
Made using C to view Linux processes.

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