

MATTHEW HODGSON

Bachelor of Software Engineering

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SUMMARY

I am a soon to be 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, 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, 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.
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TECHNICAL KNOWLEDGE

PROGRAMMING LANGUAGES

C#	600 Hours
C	200 Hours
Java	200 Hours
Python	150 Hours
VB.NET	150 Hours
SQL (Various Schemas)	50 Hours
C++	30 Hours
Haskell	10 Hours
Go	10 Hours
Prolog	10 Hours

DEVELOPMENT TOOLS

Visual Studio	850 Hours
.NET Framework	850 Hours
WPF & XAML	400 Hours
TFS	200 Hours
Git	100 Hours
SVN	100 Hours
Eclipse	100 Hours

WEB DEVELOPMENT

HTML / CSS	150 Hours
REST API	50 Hours
JavaScript	50 Hours
Angular	25 Hours
ASP.NET	25 Hours
Razor MVC	15 Hours

OPERATING SYSTEMS

Windows	15,000 Hours
Linux	200 Hours
Macintosh	25 Hours

METHODOLOGY & TESTING

AGILE	850 Hours
Manual Testing	200 Hours
Requirements Elicitation	80 Hours
Unit Testing	50 Hours
Integration Testing	20 Hours
NUnit	20 Hours
JMeter	10 Hours

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>

REFERENCES

ACADEMIA

Available upon request.

INDUSTRY

Available upon request.
