



MATTHEW HODGSON

Bachelor of Software Engineering

PHONE: 778-210-0126

EMAIL: matthodg@uvic.ca

GITHUB: <https://github.com/Hrodgeir>

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.



Third & Fourth Year: 7.20

Total Cumulative: 5.92

Highest Possible: 9.00

WORK EXPERIENCE

APPLICATION DEVELOPER

Victoria, BC

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.
 - Incorporated new user experience design into existing applications.
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WORK EXPERIENCE

APPLICATION DEVELOPER

Victoria, BC

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, 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 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#	<i>800 Hours</i>
C	<i>300 Hours</i>
Java	<i>200 Hours</i>
Python	<i>150 Hours</i>
VB.NET	<i>150 Hours</i>
XAML	<i>100 Hours</i>
SQL (Various Schemas)	<i>50 Hours</i>
C++	<i>30 Hours</i>

WEB DEVELOPMENT

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

OPERATING SYSTEMS

Windows	<i>15,000 Hours</i>
Linux	<i>200 Hours</i>



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TECHNICAL KNOWLEDGE

- Visual Studio
- Eclipse
- .NET Framework
- WPF
- Git
- SVN
- TFS
- Requirements Elicitation
- Manual Testing
- Unit Testing
- Integration Testing
- Nunit
- JMeter
- Microsoft Word
- Microsoft Excel
- Microsoft PowerPoint
- Functional Programming
- Haskell
- Concurrency
- Go
- Logical Programming
- Prolog

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. Some games I currently play include Subnautica, Overwatch, Playerunknown's Battlegrounds, and Factorio.

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.
