Mathew Ostrander

Software Developer

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Tech Experience

2015-Present Apprentice Developer

2015-Present | Nashville Software School

- Fast paced full-time bootcamp in software engineering and web development.
- Designed and constructed front-end, back-end, and mobile solo projects as well as group projects using Git/Github.
- ◆ Learned the principles of Test Driven Development and the MVC pattern.

2008-2009

Matlab Teaching Assistant

University of Alabama Birmingham: Engineering

- ◆ Taught Engineering Programming to students ages 18-30 in a classroom setting of 30-45 students
- ◆ Graded tests and homework assignments
- ◆ Privately tutored 1 on 1 or in small groups

August 2008

- May 2009 Student Research Assistant

University of Alabama Birmingham: Psychology

- ◆ Programmed microcontrollers in Pbasic
- Used microcontrollers to transmit and collect data in an independent research project
- Gave reports and presentations to a review committee and to general audiences

Education

2016

Graduate of Front End & MEAN Stack Development

Nashville Software School

2010

B.S in Biomedical Engineer (+Honors in Science & Technology)
University of Alabama-Birmingham

Work Experience

2013-2015 Engineer In Training

L.I Smith & Associates

- Survey creation and drafting using CAD programs
- Led and supervised surveys, GPS data collection, soil studies, and concrete structural repairs.
- Worked with GIS and GPS data and polygon mapping

Dev Projects:

StreetPass Relay Radar

https://github.com/MAOstrander A front end application using AngularJS, FireBase, and Google Maps to create a user generated map of gaming locations and a support community.

Couch to Civic 101

https://github.com/MAOstrander This was a full stack application using NodeJS, Express, Mongo, and AngularJS to educate and help any a-political person find the information they need to be able to understand their government and participate intelligently.

Arkham Adventure

https://github.com/MAOstrander A mobile app created in Ionic and ported over to the web for desktop use as well to serve as a companion to a board game.

Technologies

Frontend development

JavaScript HTML jQuery Jade AngularJS CSS

Backend languages and databases

Node.js Matlab Express C++ MongoDB

Mobile Development

Cordova Ionic

Testing environments

Travis CI Mocha
ESLint Chai