

Matheus Mielle Silva

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Education

Whitworth University, BS in Computer Science

September 2021 – May 2025

- **GPA:** 3.6/4.0
- **Awards:** Computer Science Departmental Award | 2022-2023, 2023-2024

Experience

Software Development Engineer Intern, Amazon – Seattle, WA

June 2024 – Aug 2024

- Developed a new cancellation flow for the Amazon Digital Subscriptions team to enhance user experience
- Designed and implemented intuitive UI widgets to guide customers through a seamless and informative cancellation process
- Created a dedicated page for users to provide feedback and share their reasons for canceling the subscription
- Developed unit and integration tests to ensure the reliability and efficiency of the cancellation flow

Summer Student Researcher, Whitworth University – Spokane, WA

May 2023 – July 2023

- Helped develop and assemble a system that empowered environmental research
- Used Python to interface with Raspberry Pi's controlling the system
- Designed PCBs to better organize the system
- Budgeted and designed other system options, focusing on cost, efficiency, and scalability
- Helped to assemble and test the design at Oregon State University

Resident Assistant, Whitworth University – Spokane, WA

August 2022 – May 2023

- Built and fostered relationships with about 50 residents
- Counseled and advised first-year students on academic and personal concerns
- Developed and led events that promoted community, cultural diversity, and critical thinking
- Managed administrative duties: budgeting, maintenance requests, incident reports, and room transfers

Projects

PASS Database System

- Modernized a legacy education testing system into a full-stack web platform for test ordering, scoring, and student data.
- Built and deployed RESTful APIs with ASP.NET Core and JWT-secured React frontend
- Hosted application using Raspberry Pi, containerized with Docker and served via nginx
- Tools Used: C#, ASP.NET Core, React (TS), MySQL, Docker, nginx

Network Connected Chess Game

- Built a 2-player networked chess engine in C++, demonstrating low-level socket programming and game logic.
- Tools Used: C++

NavigateCity.com

- Developed a travel recommendation site with backend search for attractions, restaurants with AI integration
- Tools Used: Python, Flask, MySQL, Docker

Technologies

Languages: C++/C, Java, C#, SQL, JavaScript, Python

Frameworks/Tools: ASP.NET Core, React, Docker, MySQL, Microsoft SQL Server, JSP, nginx

Cloud & DevOps: Git, REST APIs, JWT, Raspberry Pi, WooCommerce API (from PASS)