Matt Wales

mattgwales@gmail.com

linkedin.com/in/matt-wales952

github.com/Matt-Wales

Education

University of Minnesota College of Liberal Arts Minneapolis, Minnesota

September 2015 – December 2018

Bachelor of Science in Economics; Minor in Statistics

GPA: 3.62

Work Experience

Video Assistant

Scottsdale, Arizona

Arizona Diamondbacks

January 2019 – April 2020

- Acted as the video coach for the Hillsboro Hops (short season affiliate), traveling with the team and performing all video and sports science tasks as well as assisting in game-planning and pre-game warmups
- Operated various types of advanced sports science technologies, including BlastMotion, Edgertronic, stadium TrackMan, mobile TrackMan, Rapsodo, 4DMotion, K-Vest, and high frame rate cameras
- Assisted the Diamondbacks in scouting and player evaluation by recording and compiling video footage of hundreds of amateur and professional baseball games, most of which included seven different camera angles
- Carefully analyzed video and examined data to create detailed advance scouting reports for Minor League Baseball coaching staff before each series
- Completed special video assignments for the amateur scouting and international scouting departments, including the WWBA 17U World Championship, USA Baseball NHSI, and MLB Select International

Baseball Operations Intern

Bloomington, Minnesota

Inside Edge Scouting Services

March 2018 - October 2018

Used ChartIE software to chart live Major League Baseball game data with speed and precision

Projects

Advance Scouting Mobile App (iOS and Android)

Flutter, Dart, SQLite

May 2020 - Present

- A comprehensive cross-platform mobile app that automatically generates advance scouting reports for minor league baseball staff and players to examine pre-game and in-game
- Supplemental features include a lineup builder to enter in the opposing team's lineup for the day, and post-game breakdowns automatically generated from TrackMan data that display pitch locations and details

Opposing Hitter and Pitcher Dashboards

R, Python, Shiny

February 2020 – March 2020

• Interactive HTML dashboards that display basic advance scouting data for a given opposing team's players

Skills

- Programming Languages: R, Flutter, Dart, HTML, CSS, JavaScript, Python, SQL
- Software: VS Code, RStudio, BATS, TrackMan, Edgertronic, DaVinci Resolve, GIMP, Microsoft Office