

Matt Bubernak

matt.bubernak@gmail.com | (720) 363-1281 | www.mattbubernak.com | github.com/mattbubernak

Education

University of Colorado, Boulder

2011-2016

Concurrent MS/BS in Computer Science

UGRD GPA: 3.84 GRAD GPA : 3.9

Work

Qualcomm, Boulder *Software Engineer Intern*

2015

- Developed python auto-gen tool converting excel documents to XML output files.
- Enhanced logging suite for C codebase with new log generation/parser support.

University of Colorado, Boulder *Teaching Assistant*

2015

- Teaching Assistant for Data Structures and Principles of Programming Languages

Lockheed Martin, Boulder *Software Engineer Intern*

2011 – 2014

- Designed and implemented a fully automated system for generating quarterly metric excel reports in Perl/Tk and VBA.
- Assisted completion of internal task management tools in Perl TK and Groovy on Grails.
- Migrated and configured various Perl TK tool suites into local test environment.

Skills

Programming Languages

C++, C, Python, Perl, C#, Java, HTML, CSS, JavaScript, Scala, PHP, XAML, Bash

Technologies/Frameworks

.NET, XNA, Bootstrap, Azure Services

Operating Systems

Windows, Linux

Software

MS Visual Studio, Git, VIM, Sublime, Perforce

Projects

Senior Project Capstone (Tweeting Plants)

2015

- Test lead on 6 person team to design system to be installed in greenhouse that monitors conditions, and tweets using natural sounding language.
- Developed website (html/css), API (php), and language generation algorithm (python).

Windows Phone 8 Development

2012 – 2015

- Released Disc Golf Scorecard(2014), 14ers Checklist(2014), Workout Log(2013)
- C#/ XAML applications, aimed at improving productivity for various physical activities.

Ultimate Frisbee Stat Tracker

2014

- Worked on a small team to develop a WP application and accompanying web app for tracking the stats of players.
- Created use case documents, design mockups, class/activity/architecture/sequence diagrams.

Robot Rising 3D Game

2012

- Designed and implemented a 3D game using OpenGL and SDL which involved collision detection, basic particle effects, textures, and dynamic lighting effects for computer graphics class.

Zune Development

2008 – 2009

- Developed C#/XNA versions of several popular games, including FallDown, Meteor Shower, and Slime Volleyball.