

Matt Bubernak

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Education

University of Colorado, Boulder

2011-2016

Concurrent MS/BS in Computer Science

UGRD GPA: 3.84 GRAD GPA : 3.9

Work

University of Colorado, Boulder *Teaching Assistant*

2015-2016

- Teaching Assistant for Data Structures and Principles of Programming Languages.

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.

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++, JavaScript, Python, C, Perl, C#, Scala

Technologies/Frameworks

Node, Express, Mongo, Angular, Dynamo, Redis, Firebase, HTML, CSS, XAML

Operating Systems

Windows, Linux

Software

MS Visual Studio, IntelliJ, Git, Sublime, VIM

Projects

City Pulse

2016

- Dynamo/Redis/Node/Express/Angular full stack application hosted on Amazon EC2.
- Aggregates data from major US cities from Meetup's public API and presents visualizations of interest trends.

JavaScript Interpreter (CSCI 3155)

2016

- Implemented interpreter that closely resembles JavaScript using Scala.
- Supports mutable variables, multi-parameter functions, objects, and various control structures.

Senior Project Capstone (Tweeting Plants)

2015

- Designed system to be installed in greenhouse that monitors conditions, and tweets using natural sounding language.
- Developed website (html/css), API (php), and template 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.

Zune Development

2008 – 2009

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