

# Matt Bubernak

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## Education

### University of Colorado, Boulder

**2011 – 2016**

Concurrent MS/BS in Computer Science

GPA: 3.83

## Work

### University of Colorado, Boulder *Teaching Assistant*

**2015**

- Teaching Assistant for Data Structures

### 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.

## Projects

### Windows Phone 8 Development

**2012 – Present**

Disc Golf Scorecard

*Released September 2014*

- Developed a XAML/C# application to track disc golf rounds.
- Users can save courses, scorecards, and players.

14ers Checklist

*Released July 2014*

- Developed a XAML/C# application for hikers to track the mountains they've climbed.
- Users can easily view information about each mountain on the list and document details about their personal ascents.

Workout Log

*Released December 2013*

- Developed a XAML/C# application for logging workouts.
- Users can create workouts, add and remove activities from workouts, track their progress with informative graphs, and time exercises using a simple in-app stopwatch.

### Ultimate Frisbee Stat Tracker

**2014**

- Worked on a small team to develop a Windows Phone application and accompanying web application for tracking the stats of Ultimate Frisbee players.
- Created use case documents, class diagrams, design mockups, activity diagrams, architecture diagrams, and sequence diagrams during the development process.
- Used Microsoft Azure Services to store application data and Git for source control management.

### 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.

## Skills

### Programming Languages

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

### Frameworks

.NET, XNA, Bootstrap

## **Operating Systems**

Windows, Linux

## **Software**

MS Visual Studio, Git, VIM