

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

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, PHP, Bash

Frameworks

.NET, XNA, Bootstrap

Operating Systems

Windows, Linux

Software

MS Visual Studio, Git, VIM