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# Matt Lamont

## Software Engineer

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## EDUCATION

**University of Colorado, Denver CO** - *Computer Science and Engineering*

AUGUST 2012 - MAY 2013

- C++ Programming
- Logic Design
- Calculus 2
- Discrete Mathematics
- Physics 2

**University of Colorado, Denver CO** - *Computer Science and Engineering*

AUGUST 2013 - MAY 2014

- Differential Equations and Linear Algebra
- Data Structures
- Assembly Language

**University of Colorado, Denver CO** - *Computer Science and Engineering*

AUGUST 2014 - MAY 2015

- Hardware / Software Interfacing
- Java Applications
- Computer Graphics
- Computer Game Design
- Principles of Programming Languages
- Database Systems
- Graph Theory
- Software Engineering

**University of Colorado, Denver CO** - *Computer Science and Engineering*

AUGUST 2015 - MAY 2016

- Probability and Computing

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- Theoretical Foundations of Computer Science
  - Senior Capstone Design Project
  - Unix System Programming
  - Embedded Systems
  - Web API Technologies
  - Computer Networks

## PERSONAL PURSUITS

- Writing programs with included 3D scenes or views by utilizing graphics libraries such as OpenGL
- Android Application Programming
- Programming Arduino and Microchip embedded systems
- Learning about the full stack of web applications through technologies like Angular and Node.js

## PROJECT EXPERIENCE

### SENIOR DESIGN PROJECT

- I worked with 5 other developers utilizing a scrum/agile process to develop a native 3D point cloud stitching application for NASA's Jet Propulsion Laboratory.

### RETAIL WORK PROJECTS

- As a store supervisor, I must constantly coordinate with my coworkers in managing store operations, implementing product schematic sets, delegating tasks, and training new employees.

### WEB DEVELOPMENT PROJECT

- I worked closely with another web developer in an agile environment to quickly prototype and deploy a basic ecommerce website.

### APPLICATION DEVELOPMENT PROJECTS

- As a software engineer, I worked with a full agile/scrum team to develop new hospitality application features for our Galileo, Apollo, and Worldspan TPF servers.

## WORK EXPERIENCE

### **Travelport, Centennial CO** - *Software Development Engineer 1*

MAY 2016 - PRESENT

- IBM TPF application development using Assembly / C / C++ / SabreTalk
- Extensive unit testing and negative impact testing of all code
- Testing of API web resources and 3rd party data providers

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- Diagnosing and fixing production issues

### **Cost Plus World Market, Denver CO** - *Store Supervisor*

OCTOBER 2010 - MAY 2016

- Delegate tasks and responsibilities to employees
- Ensure employees are appropriately trained and following correct procedures
- Responsible for store cash flow and bank deposits
- Individually responsible for maintaining a section of store floor

## **INTERNSHIPS**

### **University of Colorado Denver Mobile and Networked Systems Lab**

JAN 2013 - JUN 2013

- Lab Coordinator: Tam Vu (Ph.D)
- Project: Capacitive Touch Screen Communication
- I worked alongside graduate student Kha Man (Ph.D) in developing a wearable signet ring that could pass binary streams of data through capacitive touch screens. This technology had significance for individual security, authentication, and control of electronic devices with capacitive touch screens such as smartphones and tablets.