Matthew D. Kachensky

8261 Cattail Dr, Niwot, CO, 80302 | 720-600-1316 | matthew.kachensky@gmail.com | U.S. Citizen | Github

Education

University of Colorado, Boulder | Boulder, CO *August 2022 – May 2024*
Bachelor of Science in Computer Science, GPA 3.81; magna cum laude
New Mexico Tech | Socorro , NM August 2020 - May 2022
Bachelor of Science in Computer Science, GPA 3.43

Skills

Languages: C, C++, Bash, Python, Java, JavaScript, SQL
Software Tools: Linux Shell, Visual studio, valgrind, gdb, Git, Makefile, Docker, AWS, Jira, NodeJS
Relevant Coursework: OO analysis and Design, Computer Architecture, Operating Systems, Database systems

Experience

University of Colorado, Boulder | Boulder, CO *January 2024 – May 2024*
Course Assistant - Intensive Programming Workshop
- Helped students in project architecture across multiple different projects
- Utilized QT for swift front end development
- Analyzed students code for debugging problems
- Encouraged students to follow good coding practices through code revision

New Mexico Tech | Socorro, NM *January 2021- May 2022*
Lead TA - Introduction to programming
- Guided and assisted freshmen working on projects, core class concepts, debugging, and project architecture
- Worked with professors for creating valuable assignments
- Managed graders and tutors to meet expectations for their roles

Extracurriculars & Projects

CU Senior Capstone - GHX *December 2023*
Lead Programmer
- Spearheaded on backend development for graph database
- Lead development on scripts to populate graph database and perform miscellaneous tasks
- Lead work on data management and cleaning from AWS snowflake
- Lead experimentation on different NodeJS frameworks for best use case

Here to slay digital remake *November 2023 - December 2023*
- Used multiple different programming patterns
- Wrote unit tests to verify methods performed tasks correctly and accounted for edge cases
- Created a basic server-client network through multithreading
- Emphasis on project structure and expandability

UNO remake *June 2024*
- Created a locally server-client version of uno
- Made use of multiple data structures and emphasis on project architecture
- Designed a system to interface smoothly with a GUI

Australian Rainforest rain prediction *December 2023*
- Used pytorch/tensorflow to develop a neural network to predict if it will rain on the next day
- Cleaned a dataset to ensure useful and meaningful data
- Made both a simple neural network and long short-term memory network with various frameworks

Leadership

eSports club - Cabinet Treasurer/VP *August 2021 – May 2022*