Matthew Damiata

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Education

Binghamton University, Thomas J. Watson College of Engineering and Applied Science

Bachelor of Science in Computer Science *Anticipated May 2022*

Cumulative GPA: 3.9/4.0, Major GPA: 4.0/4.0 | Dean's List: Fall 2018, Spring 2019, Fall 2019, Spring 2020

Skills and Coursework

- Languages: Java, Python, C, x86, JavaScript, PHP, HTML, CSS, SQL, MATLAB
- Tools: GitHub, phpMyAdmin, Google/Microsoft Ads API, GTmetrix, SpyFu, jQuery, Javassist, GDB
- Coursework: Data Structures and Algorithms, Formal Languages and Automata Theory, Programming with Objects, Design and Analysis of Algorithms, Advanced Computer Architecture, Number Systems

Experience

Yael Consulting, Software Engineer *November 2020 – Present*

- Integrated Google Ads scripts into a dashboard for clients to gain insight on advertising performance
- Programmed software solutions in Python using APIs such as Microsoft Ads, GTmetrix, and SpyFu
- Liaised with colleagues on projects to implement more efficient and secure backend designs

Binghamton Student Association, Software Team Leader *September 2019 – Present*

- Communicated with directors to design features and receive feedback for the company dashboard
- Assigned jobs for developers to improve website functionality based upon user feedback
- Organized tasks and code through GitHub and Trello for efficient and orderly team workflow

Binghamton Student Association, Software Developer *April 2019 – September 2019*

- Created new apps and webpages for public use through PHP/JavaScript/CSS/HTML/SQL
- Designed and created submittable forms for all student organizations using jQuery
- Maintained SQL database with phpMyAdmin to efficiently store all organization and form data

NYU Langone Medical Center, Research Intern *June 2017 – September 2017*

- Investigated processes in which fruit flies encode raw wind data through antennae with MATLAB
- Communicated with researchers to share discoveries and data in weekly department-wide meetings
- Author of the published paper at https://doi.org/10.1016/j.neuron.2019.03.012

Projects

Locked and Loaded, Personal Project *October 2020 – Present*

- Initiated project to develop a context expansion mod for popular deck-building game *Slay the Spire*
- Developed new cards, relics, potions, orbs, and powers in Java using ModTheSpire and BaseMod APIs
- Injected Java code into the base game using Javassist to allow for clean mod packaging and distribution

Tax Exempt Form, Binghamton Student Association *May 2020 – September 2020*

- Implemented a submittable New York State Tax Exempt Form using PHP/JavaScript/CSS/HTML/SQL
- Authenticated users with Apache Server and connected the forms to company dashboard for review
- Followed the agile software development practice to release steady version updates and bug fixes

Chess Engine and Analysis Tools, Team Project – Backend Engineer *March 2020 – May 2020*

- Created a fully functioning chess engine in C with analysis mode for checkmate detection
- Designed and created the backend framework, including data structures, piece logic, and analysis logic
- Debugged the analysis tools using GDB to observe internal x86 assembly code logic