

Matthew J. Gimbut

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WORK EXPERIENCE

Lockheed Martin Space

Software Engineer Associate / Scrum Master

*King of Prussia, PA
July 2017 – Present*

- Scrum Master for an Agile team from January 2018 to April 2019
- [Verge](#) Planning and Scheduling team product line
- RESTful Java microservice based system
- DevOps through GitLab CI/CD pipelines
- Legacy software on .NET Framework 4.6.2 and .NET Core 2.1
- Phased array antennas and traditional parabolic antennas
- Cluster computing with Apache Ignite

S&P Global Market Intelligence

Software Engineering Intern

*New York, NY
June 2016 – August 2016*

- Quality assurance for debugging flagship product
- Agile methodology to communicate with international team members
- Log file analysis through web-based application

SKILLS

- *Proficient Languages:* Java, C#, JavaScript, TypeScript, Python, HTML/CSS
- *Repository Management:* [Git](#), [Nexus](#)
- *Persistent Storage:* [PostgreSQL](#), [Redis](#), [MySQL](#)
- *DevOps Tools:* [GitLab](#), [SonarQube](#), [Docker](#)
- *Build/Package tools:* [Gradle](#), [NPM](#), [Yarn](#)
- *Miscellaneous Tools:* [Apache ActiveMQ](#), [Apache Ignite](#), [NodeJS](#), [jQuery](#), [JUnit](#), [Mockito](#)
- *Methodologies:* Agile (Scrum)

PERSONAL PROJECTS

Java Game Engine

- Team lead of 4 developers
- Java, JavaFX, and CSS
- Basic AI pathfinding, randomly generated worlds, quests, and enemies

CarTracker

- Web app to provide a guided maintenance encyclopedia for car owners
- MySQL database to persist user and vehicle data

EDUCATION

Rowan University, College of Science and Mathematics, Glassboro, NJ
Computer Science Major, Cumulative GPA: 3.5

July 2017