Matthew J. Gimbut

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WORK EXPERIENCE

Lockheed Martin Space   *King of Prussia, PA*
Software Engineer Associate / Scrum Master   *July 2017 – Present*
- Scrum Master of an Agile team from January 2018 to April 2019
- Worked on the Verge Planning and Scheduling team product line
- Developed RESTful Java microservice based system and CI/CD pipelines to support it
- Supported legacy software on .NET Framework 4.6.2 and .NET Core 2.1
- Worked with phased array antennas and traditional parabolic antennas

S&P Global Market Intelligence   *New York, NY*
Software Engineering Intern   *June 2016 – August 2016*
- Supported the quality assurance team in debugging the existing products
- Used Agile methodology to communicate with international team members
- Developed a web-based application to analyze and organize log files

SKILLS

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

PERSONAL PROJECTS

Java Game Engine
- Led a team of 4 developers to create a game engine with Java, JavaFX, and CSS
- Implemented basic AI pathfinding and randomly generated worlds, quests, and enemies
- Created a website to display progress and engine information

CarTracker
- Built a web app to provide a guided maintenance encyclopedia for car owners
- Persisted user and vehicle data in a MySQL database
- Notified users over email to provide alerts

EDUCATION

Rowan University, **College of Science and Mathematics**, *Glassboro, NJ*   *July 2017*
Computer Science Major, Cumulative GPA: 3.5