Matthew Goldsberry

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EDUCATION

University of Cincinnati   **Graduating: May 2027**

Bachelor of Science & Master of Science, Computer Science   GPA: 3.89

- Coursework: Machine Learning, Artificial Intelligence, Cloud Computing, Adv. Topics in NLP, Operating Systems, Intro to Bioinformatics, Data Structures, Database Design, Adv. Algorithms, Software Engineering, Technical Writing

SKILLS

Programming: Python (Advanced); C/C++ (Proficient); Java, HTML/CSS, JavaScript, Assembly (Intermediate)
Software: Visual Studio Code, Visual Studio, GitHub, GitLab, CI/CD

EXPERIENCE

Tenet3 | Dayton, Ohio   **May 2025 - Present**

Advanced Capabilities Intern

- Designed and implemented a custom parsing algorithm that eliminated file-size–dependent overhead, reducing worst-case processing time by orders of magnitude (hours to seconds)
- Collaborated with a teammate to transform a proof-of-concept data conversion package into a production-ready state by refactoring architecture, adding features, and hardening the codebase for SaaS deployment
- Developed and maintained an internal Python package used by ~30 engineers for managing developer containers
- Refactored internal GitLab CI templates to improve organization and reduce pipeline runtime with optional stages
- Built a CLI command to automatically configure developer machines for containers, reducing setup and update time

Tenet3 | Dayton, Ohio   **May – Aug 2024**

Quality Engineering Intern

- Developed and maintained automated test scripts using the Selenium library, improving test coverage and efficiency
- Performed manual testing of merge requests and features, documenting bugs and feedback to ensure quality releases
- Integrated automated tests with the local software version, significantly improving testing coverage and efficiency
- Authored comprehensive instructions for seamless integration of automated tests with local software versions

Discovery Lab Global | Remote   **Aug – Dec 2023**

Team Lead

- Constructed an AI program, demonstrating application of deep learning, to learn how to play against a video game
- Employed reinforcement learning to teach AI how to win in video game
- Gained experience with generative AI technology, ChatGPT, to enhance both AI performance and technical document
- Authored 457-page technical documentation that lab director will leverage to expand and build future programs
- Led team towards program objectives, and acted as crucial communication link between program director and team
- Presented AI and cybersecurity programs offered at Discovery Lab Global at Ohio Defense and Aerospace Forum

PROJECTS

Trading Bot   **Dec 2022 – Present**

- Analyzed data, charts, and indicators to construct multiple different strategies
- Composed an algorithm integrating different trading strategies, furthering Python knowledge, and attaining new knowledge through implementation of Amazon Web Service EC2 and various APIs
- Achieved 3rd place in the Ohio State University's financial technology startup competition

Engineering and Design Thinking Project   **Sept – Dec 2022**

- Designed an autonomous robot to perform specific task; selected to present in the engineering Spring Design Expo
- Enhanced creativity and communication by collaborating in a team-based design project with 3 group members
- Furthered project management skills through having to record project, plan meetings, and create a project schedule

ACTIVITIES

UC Climbing Club   **Jan 2025 – Present**
UC CubeCats   **Aug 2024 – Present**

AWARDS & HONORS

Dean's List   **Dec 2022 – Present**
Cincinnatus Scholarship   **Aug 2022 – Present**
Eagle Scout   **Mar 2020**

AVAILABLE FOR CO-OP: SUMMER 2026