Matthew Herrmann

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EDUCATION

INDIANA UNIVERSITY SOUTH BEND   **South Bend, IN**
BS in Computer Science   Anticipated May 2024
- Minor: Mathematics
- Current GPA: 3.74 / 4.00
- Member: IUSB Honors Program

WORK EXPERIENCE

INDIANA UNIVERSITY SOUTH BEND   **South Bend, IN**
Computer Science Tutor   February 2022 - Present
- Working as an embedded tutor and lab assistant in entry level computer science courses to answer questions and provide guidance on assigned projects.
- Hosting weekly walk-in tutoring sessions to help students review course material outside of class.

Skills: Java, Python, C, Linux, Communication

UTILIZ   **Evansville, IN**
Software Engineering Intern   May 2023 – September 2023
- Collaborated with a cross-functional team under the guidance of the lead software engineer to design and implement web applications using TypeScript and React.
- Gained exposure to AWS cloud services as part of the development environment, acquiring foundational knowledge in AWS technologies.
- Utilized GitHub for streamlined code collaboration and code review, while tracking project tasks, enhancements, and defects using Jira.
- Collaborated on the development of unit and end-to-end tests with Cypress, increasing codebase reliability and facilitating regression testing.

Skills: Javascript / Typescript, React, HTML, CSS, AWS, GitHub, Jira, Cypress

HERTZLER SYSTEMS INC   **Goshen, IN**
Programming Intern   June 2022 – August 2022
- Wrote a collection of Python scripts to assist clients in migrating their company's manufacturing data from the desktop version of Hertzler's Gainseeker software to the cloud version.
- Performed a variety of SQL queries on internal databases to extract and manipulate data entries.
- Formatted and wrote the data to CSV and JSON files so that it would be compatible with the cloud's import utility.
- Utilized our software's API to allow the Python scripts to interact with various Gainseeker features.

Skills: Python, SQL

PERSONAL PROJECTS

GOLF GRIDS (MOBILE GAME)   **iOS App Store**
Designer and Developer – Individual Project   August 2022 - Present
- Researched and learned the key elements of Swift, the SwiftUI framework, and Core Data outside of the classroom.
- Designed an original puzzle game with a clean user interface.
- Built a native iOS application with a generation algorithm to automatically create each of the levels.
- Published and distributed under a personal Apple Developer Account since February 21, 2023.
- Link: https://apps.apple.com/us/app/golf-grids/id1672871344

Skills: Swift, SwiftUI, Core Data

MENTORSHIP

IUSB Computer and Information Sciences Workshop for K-12 Teachers   November 2022
IUSB Summer STEM Academy for 6th-8th Grade Students   June 2022