Matthew R. Hagedorn

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EDUCATION

University of Missouri, St. Louis — St. Louis, MO December 2023

B.S. in Computer Science, GPA 3.2

Relevant Coursework: Object Oriented Programming C++ & Java, Algorithm Design, Software Security, Calculus 3, Operating Systems, Compilers, Software Profession, Web Development, Computer Forensics, Linear Algebra

Awards: Dean's List Fall 2021, Fall 2022, Fall 2023

EXPERIENCE

Collision Centers of St. Louis November 2018 – Present

Auto Body Repair Technician

- Responsible for identifying and performing necessary auto body repair work in accordance with factory and collision center standards, finishing 5–10 vehicles per week
- Organized project materials and self-managed project time to meet deadlines and exceed expectations

University of Missouri, St. Louis E-Sports Club August 2023 – December 2023

Club President

- Helped pioneer the club from inception through tabling events, recruiting, and event planning / management
- Planned weekly creativity and conflict resolution exercises that promoted character growth and gave the necessary skills to quickly assess how to resolve complicated situations with the given tools
- Competed as the JV Team League of Legends Jungler, acting as top support for all team members during games

COMPUTER SCIENCE PROJECTS

Proficiencies: C , C++, Java, Kotlin, HTML, JavaScript, SQL, Python

Connect 4 — Java

- Implemented a user friendly UI inside of the terminal window to track players moves
- Used O(1) Algorithm to determine pattern matrices
- Implemented using Object Oriented Design Patterns

Parallax Website — HTML, CSS, JavaScript

- Implemented parallax heading to display multiple graphics in sequential focus
- Implemented using CSS, Javascript and HTML to make elements

First Person Controller — Unreal Engine 5 C++

- Wireframe Skeleton Controller of a First Person game
- Implemented basic FPS controls
- Implemented Spring Arm Components Class and positional vectors for a third person camera

Operating System — C

- Programmed basic functions of an operating system (Scheduler, resource management, deadlock detection)
- Implemented message queues and shared memory to communicate between OS and processes.

ASM Compiler — C++

- Parses and Tokenizes Files with custom extensions
- Parsed the semantics to ensure that it followed the given BNF
- Produced an executable file to be ran on the UMSL Assembly Server