MATTHEW GOTTLIEB

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EDUCATION

University of California, Santa Barbara
Class of 2020
- Major: Computer Science, B.S.
- Relevant Courses: Advanced App Programming (CS56), Automata and Formal Languages (CS138), Mobile Application Development (CS184), Computer Architecture (CS154), Introduction to Computational Science (CS111), Data Structures and Algorithms I (CS130A), Data Structures and Algorithms II (CS130B), Computer Communication Networks (CS 176A), Human-Computer Interaction (CS185), Operating Systems (CS170), Fundamentals of Database Systems (CS174A), Program Languages (CS162), Projects in Computer Science (CS192), Artificial Intelligence (CS165A), Machine Learning (CS165B)

EXPERIENCE

Tragedy of Commons Multiplayer Simulation Game **Santa Barbara, CA**
Software Engineer *Jan 2020 – Apr 2020*
- Implemented a multiplayer simulation game for Professor de Vries which demonstrates the detrimental effects of unregulated human use of shared finite resources. This game is used in his CHEM 123 classes at UC Santa Barbara as an interactive learning tool for his students.
- *Software: MySQL, Express.js, Node.js*

Ocean Recoveries Lab **Santa Barbara, CA**
Software Engineer *Jan 2020 – Mar 2020*
- Created scripts to assist researchers at the Ocean Recoveries Lab at UC Santa Barbara, which focuses on preserving and recovering ocean ecosystems. These scripts help with the mathematical modeling of their collected data.
- *Software: Python*

LocNes **Santa Barbara, CA**
Web Developer *Mar 2019 – Oct 2019*
- Designed and developed the website and ecommerce platform for a startup called LocNes.
- *Software: HTML, CSS, JavaScript, Bootstrap, Shopify API*

Walter Reed National Military Medical Center **Bethesda, MD**
Hardware Engineering Intern *Oct 2018 – Nov 2018*
- Gained hands on experience working in their state-of-the-art 3D Printing facility, which focuses on creating devices for medical applications such as prosthetics.
- Produced multiple medical devices, which are still currently being used to assist Doctors there.

PROJECTS

Fitness Equipment Scraper **Oak Park, CA**
Web Application *Jul 2020 – Jul 2020*
- Constructed a web application hosted on Heroku that scrapes equipment information from popular fitness websites and stores them in a Postgres database. Due to COVID-19, fitness equipment is hard to find so this application displays all available fitness equipment in one place to save people time in their search.
- *Software: Python, Flask, Heroku, Postgres, Beautiful Soup, HTML, CSS*

Bank Database and ATM Interface **Santa Barbara, CA**
Android Application *Nov 2019 – Dec 2019*
- Assembled a prototype account management system that maintains balance information of all customer accounts, processes transactions, generates monthly reports, and updates accounts with monthly interest. It features a simulated ATM application for customers and an interface for Bank employees.
- *Software: Java, Java Database Connectivity API, SQL, Oracle DBMS*