

SOFTWARE ENGINEER · COMPUTER SCIENCE B.S.

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Education

University of California, Santa Barbara

Santa Barbara, CA

B.S. IN COMPUTER SCIENCE

Class of 2020

• Relevant Courses: Advanced App Programming (CS56), Mobile Application Development (CS184), Introduction to Computational Science (CS111), Data Structures and Algorithms I & II (CS130A/CS130B), Computer Communication Networks (CS176A), Human-Computer Interaction (CS185), Operating Systems (CS170), Fundamentals of Database Systems (CS174A), Artificial Intelligence & Machine Learning (CS165A/B).

Experience

Happy Cows Santa Barbara, CA

LEAD SOFTWARE ENGINEER | GITHUB.COM/MGLA96/HAPPYCOWS

Jan. 2020 - Apr. 2020

• Lead a team to design and develop a multiplayer simulation game web application which is used in Chem 123 classes for Professor de Vries at UC Santa Barbara as an interactive learning tool for his students. This application uses Node.js for the back-end with the assistance of the Express.js framework, mySQL for the database, and Embedded Javascript for the front-end.

Ocean Recoveries Lab Santa Barbara, CA

SOFTWARE ENGINEER | GITHUB.COM/MGLA96/OCEANRECOVERYLABSCRIPTS

Jan. 2020 - Mar. 2020

• Created Python scripts to assist researchers at the Ocean Recoveries Lab at UC Santa Barbara. These scripts are used with Metashape to automate the process of converting datasets of photos researchers have taken of coral into accurately scaled 3D models in order to quantifiably measure the growth or deterioration of coral reefs.

Twitter Coffee Machine Oak Park, CA

HARDWARE & SOFTWARE | GITHUB.COM/MGLA96/COFFEEMACHINEIOT

Aug. 2020 - Sep. 2020

• Came up with the concept, designed, and created an automatic coffee machine that is controlled by a Raspberry Pi. It features a Twitter voting system where people can vote on which type of coffee it will brew for me next using hashtags. When it is activated through a Siri Voice command it gathers the votes made on Twitter from the past 24 hours and makes coffee with the winning choice bean.

Fitness Equipment Scraper

Oak Park, CA

WEB APPLICATION | GITHUB.COM/MGLA96/GYMEQUIPMENTFINDER

Jul. 2020 - Jul. 2020

- Due to COVID-19, available fitness equipment was very scarce and time-consuming to find. Solved this problem by constructing a Python Flask web application hosted on Heroku that utilizes cron jobs to scrape equipment information with Beautiful Soup from popular fitness websites and store them in a Postgres database. All in stock items are displayed on the front-end for users to easily see what is available.
- Utilized by over 3.25k users from July-September.

Gomoku AI Santa Barbara, CA

ARTIFICIAL INTELLIGENCE | GITHUB.COM/MGLA96/GOMOKUAI

Jun. 2020 - Jun. 2020

• Engineered an AI in Python to play Gomoku. This AI uses the Minimax algorithm and a custom point evaluation system to determine the best move. It incorporates Alpha-Beta Pruning and an optimized method of searching in order to reduce computation time.

Author Predictor Santa Barbara, CA

Machine Learning | Github.com/Mgla96/AuthorPredictor

May. 2020 - May. 2020

Assembled a machine learning Multinomial Naive Bayes Multiclass classification model with a bag-of-words text representation to predict the
author of an anonymous article. Used lemmetization, bigrams, and trigrams as methods to improve accuracy.

LocNes Santa Barbara, CA

Web Developer

Mar. 2019 - Oct. 2019

• Designed and developed the website and e-commerce platform for a startup called LocNes. This website was written in HTML, CSS, and JavaScript and incorporates the Shopify API.

Walter Reed National Military Medical Center

Bethesda, MD

HARDWARE ENGINEER INTERN

Jul. 2018 - Aug. 2018

- Interned at Walter Reed's state-of-the-art 3D Printing facility designing and printing devices for medical applications. Designed a device to set up their Titanium 3D Printer more efficiently as well as a device to assist Ophthalmology Residents when practicing surgery.
- Built my own custom 3D printer prior to this internship that is controlled over LAN with a Raspberry Pi.

First-Person-View Quadcopter

Oak Park, CA

HARDWARE & FIRMWARE

Oct. 2018 - Dec. 2018

• Built a quadcopter that is controlled with a first-person-view real time video feed to better understand how all the hardware components such as the electronic speed controllers, PDB, radio and video receivers/transmitters, brushless DC motors, and gyroscope interact with firmware placed on the flight controller.

OCTOBER 2, 2020 MATT GOTTLIEB · RÉSUMÉ