

Matthew Graham

Full-Stack Engineer

Programming Skills

Languages - Python, Javascript, Java, SQL, C#, Swift, Lua, GLSL, C++

Frameworks - React + Redux, React Native, Django, .NET

Libraries - P5.js, D3.js, Three.js, jQuery, OpenGL

Interests

Game Making | Fermentation | Quadcopters | Guitar | Coding Competitions | Investing

Web

www.matthewgraham.me
[www.github.com/ScarpMetal](https://github.com/ScarpMetal)
www.codepen.io/ScarpMetal
www.linkedin.com/in/mpgraham

Competition Awards

Most Commercially Viable Product: Apollo (2019) - Made a coding tutorial website with a live updating code editor. Our team created this app in 24 hours at BrickHack V. We were awarded \$2000 to continue developing this product.

Best Life Hack: Pinapple (2017) - Created a peer-to-peer file sharing web app in 37 hours at HackUMass V. The app focused on intuitive user design and peer-to-peer file sharing.

Best Use of Real Time Network Communication: Spotify Together (2017) - Created a mobile/web app that created a shared song queue for you and your friends. The app was created in 24 hours at BrickHack 3.

Contact

Matthew Graham
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Pleasantville, NY 10570

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Education

Rochester Institute of Technology / Computer Science BS
Aug 2014 - May 2019, Rochester, NY

Experience

Dandelion Chocolate / Software Engineer & Consultant
Oct 2018 - Present (1.5 yr) • Full/Part-Time • San Francisco, CA → Remote
Sole developer and consultant for Dandelion's custom production tracking software. Worked closely with their CEO and production managers to improve their production tracking methods.

Whiteboard / Founder
Apr 2019 - Jan 2020 (10 mos) • Full/Part-Time • Rochester → Pleasantville, NY
Worked with a co-founder to create an interactive coding tutorial platform. Put an emphasis on creating a cost structure that was scalable and could operate the entire site on less than \$5/mo. Learned everything from product development and design to business planning and management.

Polymer / Software Engineering Co-op
Jun - Sept 2018 (4 mos) • Full-Time • San Francisco, CA
Worked as a full-stack developer in a fast-paced startup environment. Often implemented new features that involved working across the entire stack (React + Redux and Django) while collaborating with other full-stack engineers.

iD Coding & Engineering Academy / Instructor
Jun - Aug 2017 (3 mos) • Full-Time • Cambridge, MA
Taught students ages 14-18 how to program IOS apps in Swift. Also worked as a counselor for the two-week long boarding camps.

Thomson Reuters / Software Test Engineering Co-op
Aug - Dec 2016 (5 mos) • Full-Time • Rochester, NY
Worked in a large Agile team that developed and created tests using Java, Maven, Spring, Jenkins, and Oracle SQL. The database we maintained was largely utilized by lawyers and law enforcement.

YPC Media / Software Development Co-op
May - Aug 2016 (4 mos) • Full-Time • Rochester, NY
Worked on a small team that developed new features for YPC's CRM. Met with the sales and management teams to brainstorm new features and develop feature requirements.