

MATTHEW KRAGER

Software Developer



themkrage



krager.org



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education

Harvey Mudd College '21

B.S. Computer Science CS
Principles of Computer Science
Computational Creativity
Discrete Math
Data Structures
Logic and Computability
Databases
Programming Languages
Software Development

skills

Frontend: Swift, React, Vue.js, ObjC, HTML, JS, CSS, Bootstrap

Backend: Ruby on Rails, Golang, SQL, AWS, Heroku, Relational DBs

Design: Photoshop, Sketch, GIMP

Other: Git, Python, Java

activities

5C Software Club

President and Founder

2018 – Present

- prepared meetings full of presentations and networking
- hosted interview and personal project workshops

Major League Hacking

Lead Organizer and Participant

2017 – Present

- organized an MLH Hack Day attended by over 70 and sponsored by several companies

Robotics FRC Team 3309

President and Programmer

2013 – 2017

- programmed, tuned, and profiled an automatic turreted shooter (2nd at World Champs)
- oversaw 50+ people in team operations with new leadership structure

Tech and Innovation Club

President and Founder

2015 – 2017

- exposed students to STEM through opportunities such as presentations and a tech fair attended by 17 companies
- received \$1000 grant from Disney

experience

Yelp

Summer 2019

Core iOS Software Intern

- Laid the foundation for many future projects by designing, managing, and executing an Epic that switched the app's dependency manager to Carthage instead of Cocoapods
- Converted the Yelp Biz App to Swift 5, resolving many concurrency issues introduced
- Parallelized the Yelp push-master script, decreasing runtime by 60%
- Served as on-point for my team and managed putting out a fire that affected production
- Worked closely with a PM to get my idea into active development following Yelp's Hackathon

Koder LLC

May 2017 – May 2019

Software Intern and Developer

- Worked on several production iOS apps in Swift including Plei, a soccer matchmaking app, and an internal Tinder-like navigation used to rate the company's potential applicants
- Designed a database schema, wrote comprehensive SQL queries, and used an ORM to convert query results into model instances
- Scraped data from over 10,000 online resumes and stored the results in a Relational DB
- Wrote and deployed several Web APIs using C# and Microsoft Azure

Simpl

January 2018 – May 2018

iOS Consultant

- Fixed bugs and solidified the user experience by adding new animations
- Wrote code in Swift and created sophisticated ViewControllers with Apple's Auto Layout

Google CodeU Participant

Summer 2017

- Built a chat app with a team of 3; participated in code reviews with a Google Engineer

projects

Coaster Builder

- Created a 2D amusement park tycoon game; awarded Apple's WWDC 2019 Scholarship

Mentor

- Wrote an atom-integrated cross compiler to translate Python code into Golang and an iPad dashboard to document and showcase the translating process
- Won 1st place at HackCU and was awarded over \$1k in prizes

Cashpost

- Began a platform which allows businesses to reward customers for sharing their experiences on social media
- Consists of a business dashboard written in Vue.js, a Rails backend, and an iOS app for customers written in Swift

Pathway

- Used ARKit and CoreLocation to create an indoor navigation system to lead people with disabilities to the amenities they need
- Placed top 3 at SDHacks and was awarded over \$1.5k in prizes

Orange County Regional Application

- Collaborated with FIRST Robotics to build an app and dashboard that modernizes the logistics of a robotics competition; the app was live for the event attended by over 2000

React Fast

- Developed a reaction game using Apple's SpriteKit; 3000+ downloads on the App Store

Quotem

- Designed and produced a social media app that revolves around quoting
- Designed database schema and wrote backend with Ruby on Rails