MATTHEW KRAGER

Software Developer





matthewkrager@gmail.com



education

Harvey Mudd College '21 B.S. Computer Science CS Principles of Computer Science Computational Creativity Discrete Math **Data Structures**

Logic and Computability

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, ARKit



5C Software Club President and Founder 2018 - Present

- prepared meetings full of
- project workshops

Major League Hacking Lead Organizer and Participant 2017 - Present

attended by over 70 and

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

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

Core iOS Software Intern

Summer 2019

- 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 and was exposed to different iOS architecture patterns including variants of MVC, MVP, and MVVM
- 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

Simpol January 2018 - May 2018

iOS Consultant

- Participated in board meetings, giving updates and advice regarding the iOS app
- Solidified the user experience by adding new animations and haptic feedback
- Created sophisticated ViewControllers with UIKit and 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



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 translation process
- Won 1st place at HackCU and was awarded over \$1k in prizes

Cashpost

- Launched a platform which allows businesses to reward customers for sharing their experiences on social media; entered a pitch competition
- Consists of a business dashboard written in Vue.is, 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

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