Matt Navarifar

mattnv92@gmail.com 469-867-5168

I am a self-driven and passionate software engineer, who loves picking up new technologies as well as perfecting software methodologies.

Skills

Exceptional: Java, Kafka, Docker, AWS, Jenkins, Git, Spring Boot, Spring Cloud Stream
Experienced: Unreal Engine 4, Cassandra, Swift, Python, C++, C#, Angular 2, Android, Perforce

Experience

Capital One   July 2014 - Current

At Capital One, I have gained a wide breadth of knowledge and experience in web, IOS, stream, AWS, and full stack development. My first year was spent in an R&D role where I developed small prototypes to showcase ways we can use different APIs and hardware to help our customers. After that, I moved to a new role that focused on building new and enhancing existing backend Spring-based APIs used by our servicing application. After that I was put on a new project team whose purpose was to rebuild our entire outbound communications platform from an outdated system to a more modern one. This communication system is seen as a huge success story within our company because we had to face and solve many challenging problems, such as cross-region resiliency with Kafka and fast development releases using Elastic Container Service on AWS.

Highlights:
- Managed and deployed 10+ microservices/streams (Java SpringBoot)
- Designed and built a cloud based platform for all auto-related outbound communications
- Filed 2 software patents
- Delivered talks annually at internal software conference to audiences of 50+
- Built a demo app using Apple Watch's 1st SDK release
- Enhanced and built backend apis that interact with the Capital One Servicing App

Awards:
- **Mark of Distinction:** One of the most prestigious awards at our company
- **Tech Xcellence:** Showcased software engineering patterns and success story

KingsIsle Entertainment   May 2013 - August 2013

At KingsIsle Entertainment, I was able to learn and update various different systems within the game development pipeline. The largest portion of my work comprised of updating the core engine code to fix game bugs as well as enhance the engine to expand the features of the game. In parallel, I worked on fixing bugs used within the tool that the game designers used to design the game. Because I was working on a new game, there were many conversations with

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lead game designers that I was involved in, which gave me a great insight to development strategy.

Highlights:
- Enhanced features on game engine (C++)
- Expanded designer toolkit (C#)

Personal Projects

2-Way Night Light   May 2015 - December 2015

Developed two boxes that communicate over the internet where one box's button changes the other box's color
- Utilized Raspberry Pi
- Designed, modeled, and 3D printed structures
- Developed and deployed server housed in AWS, running on NodeJs

Video Game   May 2016 - April 2018
- Created unique twist on turn-based combat
- Constructed on Unreal Engine 4
- Designed 40+ quests, 100+ pixel sprites/animations and 5+ songs

Education

University of Texas at Austin   2011-2014

    B.S. Computer Science   GPA: 3.4