Matthew Baeckelandt

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EDUCATION Georgia Institute of Technology

M.S., Computer Science

August 2019 | May 2021 GPA: 3.6/4.0

Specialization, Computing Systems

University of Illinois at Urbana-Champaign

August 2015 | May 2019

B.S., Engineering Mechanics

GPA: 3.5/4.0

Minor, Business

Secondary Field, Computer Science

EXPERIENCE

Enova International

June 2020 | August 2020

Chicago, IL

Software Engineering Intern

- Developed backend Campaign Management System in Golang for Enova's Simplic Product
- Wrote dockerized Go microservice to read events from Kafka queue, serve REST API endpoints, and manage data in PostgreSQL database
- Participated in Agile software development process, 2 week sprints, and daily Standup meetings

Linx Global Mfg.

June 2019 | August 2019

Software Engineering Intern

Chicago, IL

 Developed web dashboard using Python, Django and Dash, integrating mySQL database used to display and interpret real-time PIR sensor data from LoRa devices across locations in the United States and China

Paladin Capital Group

June 2018 | April 2019

Intern

Chicago, IL

• Performed comparable companies and precedent transaction analyses in Excel for pre-IPO portfolio company and prospective investments for VC/PE firm focused on cybersecurity

Simex Filterpressen

June 2017 | August 2017

Mechanical Engineering Intern

Calw, Germany

- Designed and modeled filter press assemblies in Autodesk Inventor
- Served as assistant for Simex in cooperative research and development with Karlsruhe Institute of Technology (KIT)

PROJECTS

AFS-like Distributed File System

C++, qRPC

- Created multithreaded distributed file system to send files of any format handled by asynchronous remote procedure calls
- Implemented file caching, reader/write lock management, time-based file updates, protocol buffers

Job Comparison Mobile App

Java, Android SDK

• Developed Java Application to compare job offers and current job based on weighted sums of salary, benefits, cost of living, and job opportunity

Ray Tracing Library

Python

• Wrote library to render image scenes and simple shapes based on ray-traced lighting/shadow effects according to Phong Reflection Model

SKILLS

Programming Languages

Python | C | C++ | Go | Java | Matlab | Javascript

Selected Coursework

Graduate Operating Systems | Computer Networks | Software Dev. Process | Machine Learning For Trading **Technologies**

Kafka | PostgreSQL | mySQL | Git | Android SDK | Django

References available upon request.