Bryan Matsuo

CONTACT INFORMATION

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OBJECTIVE

Help develop cutting edge, scalable backend services with a team of talented people, developing my skills and tackling hard problems.

EDUCATION

University of California, Santa Cruz

Doctor of Computer Science **September 2010 – present**

Submitted SAT solvers EBMiniSAT and EBGlucose to SAT Competition 2011. The former placing 4th in number of satisfiable industrial problem instances solved. Expect to complete graduate program after leave of absense.

BS Computer Science, BA Mathematics **September 2004 – March 2009**

Honors in Computer Science

Highest Honors in Mathematics

WORK EXPERIENCE

LEEPS, University of California, Santa Cruz

Software Developer **April 2011 – July 2011**

Developed an open source, network-multiplayer game framework for academic use in experimental economics, along with lead James Pettit. Main responsibilities included designing an extensible JSON protocol, backend framework testing, evaluating and testing GUI toolkits for the framework, writing and fully documenting complete tutorial experiments using the framework, WxPython, and Matplotlib.

David Haussler & Dimitris Achlioptas, University of California, Santa Cruz

Research Assistant **July 2009 – September 2010**

Developed and analyzed high-level models for quantifying/estimating the cumulative genetic diversity aggregated throughout mammalian evolution. Ran C++ simulations on a Linux cluster PBS. Analyzed results using Gnuplot.

Department of Computer Science, Univerity of California, Santa Cruz

Grader – Algorithms and Abstract Data Types **March 2011 – May 2011**
March 2010 – May 2010

Responsibilities included scoring assignments and exams, as well as typesetting solutions with LaTeX 2_ε and creating figures for illustration using PSTricks.

Teaching Assistant – Introduction to Analysis of Algorithms **January 2007 – March 2007**

Responsibilites were maintaining an active and helpful presence on the class mailing list, providing personalized and informative feedback on difficult assignments, and holding frequent discussion sections with students who wanted to further discuss the course topics.

TECHNICAL SKILLS

C/C++, Go, Lisp/Scheme, Ocaml, Linux shell scripting (Bash, Sed, Awk, etc.), Perl, Python, Java, Ruby, Rails, Cluster PBS, SQL Databases (Postgres, SQLite), NoSQL Databases (Redis, MongoDB), LaTeX 2_ε, Matlab/Matplotlib, Git, Github, Mercurial.

INTERESTS

Developing tools and automation workflows for home-entertainment system PCs, improving their integration with satellite devices (laptops, iDevices, etc.).

Learning programming languages (currently Go), exploring different problem solving mindsets and paradigms, and finding the best tools for different problems.

Critical examination of popular culture/media.

Hiking/Backpacking/Walking.