

Brooke Mattos

San Francisco Bay Area

📞 (925) 357-1482 | 📩 brmattosbus@gmail.com | 💬 linkedin.com/in/brooke-mattos | 🌐 github.com/brmattos

EDUCATION

University of California, Santa Cruz Computer Science B.S.	Santa Cruz, CA GPA: 3.8
Relevant Coursework: Full Stack Web Development, Database Systems, Distributed Systems, Computer Networks, Computer Systems, Machine Learning, Artificial Intelligence, Technical Writing, Data Structures & Algorithms	

TECHNICAL SKILLS

Languages: Python, JavaScript, TypeScript, Java, C, C++, C#, HTML/CSS, SQL, Bash

Frameworks: React, Angular, Next, Node, Express, Jest

Technologies: Git, Unix, Linux, Vim, Unity, REST, APIs, AWS, Postgres, Firebase, Docker, DynamoDB

Tools: GitLab, Jira, Figma, Confluence, Postman, Swagger, LaTeX, Excel, Agile/Scrum

EXPERIENCE

Crusoe Software Engineer	Jun. 2026 – Current <i>San Francisco, CA</i>
<ul style="list-style-type: none">Incoming new-grad software engineer on a mission-driven team building cloud infrastructure from the ground up, focused on scalable compute for AI and other computationally intensive workloads.Designing and implementing components of highly available, fault-tolerant distributed systems, with emphasis on reliability, performance, and operational correctness at scale.Collaborating closely with engineers, product owners, and stakeholders to ship foundational platform features, triage production issues, and iterate on systems used by customers globally.	

Second Dinner Software Engineering Intern	Jun. – Sep. 2025 <i>Irvine, CA</i>
<ul style="list-style-type: none">Contributed to backend development on Marvel SNAP, a market-leading PC & mobile card game with 30M+ downloads, ensuring stability and efficiency in a live-service environment.Built and optimized in-game systems in C# and Unity, leveraging AWS Lambda & various SaaS tools, enhancing analytics, improving player experience, and reducing crash-rates by 25% via memory profiling.Developed automation & CI/CD pipelines with GitHub Actions and various REST APIs to accelerate communication and development turnaround, while reducing live-server hotfix latency & surface area.Collaborated in a 30-person cross-functional team on the design and development of critical infrastructure and a new game-mode from scratch, improving future feature iteration, optimizing overhead, and facilitating improved player engagement & spend, with a projected 7% uplift in retention between event cycles.	

Tech4Good Lab Lead Full Stack Developer website paper	Jan. 2025 – Jun. 2026 <i>Santa Cruz, CA</i>
<ul style="list-style-type: none">Develop & maintain full stack Angular web applications to support large-scale education research initiatives.Core developer on Causeway, an educational programming platform with 200+ users, collaborating with researchers and engineers in agile scrums to manage issues and deliver critical features efficiently.Lead across skill-building web dev teams, mentoring 15+ developers a quarter in lab's tech stack, serving as a group tutor for the program, while driving code reviews, technical guidance, and sustainable workflows.	

PROJECTS

GuitarBase website <i>React, JavaScript, Firebase</i>	Jun. 2024 – Current
<ul style="list-style-type: none">Full-stack web platform for guitarists, integrating learning tools & practice utilities into a unified experience.Secure, persistent state management to track user libraries, preferences, and progression.Integration with various third-party APIs and AI integrations to facilitate personalization and key automations.Adopted by dozens of active users, including students I teach, to support structured practice & learning workflows.	