

Brooke Mattos

San Francisco Bay Area

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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

Jun. 2026 – Current

Software Engineer

San Francisco, CA

- 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

Jun. – Sep. 2025

Software Engineering Intern

Irvine, CA

- 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

Jan. 2025 – Jun. 2026

Lead Full Stack Developer | [website](#) | [paper](#)

Santa Cruz, CA

- 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](#) | *React, JavaScript, Firebase*

Jun. 2024 – Current

- 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.