Matthew Haar

Python Developer

504-756-0279 <u>matt@artomata.org</u> https://github.com/casualWaist/

Profile

A tenacious learner with a passion for building things, I am a self-starter who has learned a wide variety of disciplines including Programming, Video Production, Design, Machining and Mathematics. I offer a strong conceptual mind and a dedication to finding the truths that will eliminate problems.

Python Experience

A&A SIGNS INC - 2018-2022

I built a company wide internal system I was solely responsible for designing, testing, debugging, and maintaining. This system ran on a local server I configured to fetch data from a web based api. With this data I was able to automate file creation, display various live statistics to screens around our workspace, alert employees of responsibilities, and help organize our work schedule. This server generated live HTML pages that could respond to user input and update the data across the rest of the network.

I also saved the company hours each year by automating repetitive file creation and aggregation tasks that would normally require extra software steps, including...

- Opening all jobs that pertained to a certain workflow step.
- Converting geometry data from one file type to another.
- Iterating through geometry data to find redundancies and optimize them.

Some of these scripts involved G-Code creation by converting Bezier curves to Biarc segments.

I wrote a web scraper that was able to remove hundreds of incorrectly uploaded customers, one at a time after a page reload, as there was no api mechanism to delete customers programmatically.

PERSONAL PROJECTS

I enjoy experimenting with cellular automata and complex systems and have created python scripts that generate beautiful game of life style cellular automata in full color.

I keep a data journal that runs on a Node backend and uses python to manage a Redis database that tracks my sleep, eating habits, and exercise.

I also write scripts for Blender that help me with naming and grouping objects.

Other Languages

OBJECTIVE-C

Shipped an iOS game in 2014 I designed after only two years of learning to code in my spare time.

Created several apps for work related operations such as paint mixing and job surveying.

HTML - CSS - JAVASCRIPT

Created a variety of websites for businesses, weddings, digital sign displays, and a 3D site with a Christmas poem I wrote for my wife.