

mattgoldman

software engineer

contact

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programming

C

Java

Python

Scheme

SQL

HTML, CSS, JS

software

Mac, Linux, Unix

L^AT_EX

Microsoft Office

Certified Google Power

Searcher

education

May 2016

B.S. in Computer Science, **B.A.** in Math

Rutgers, the State University of New Jersey

Honors Undergraduate Student, Presidential Scholar

- Computer Science classes:
 - Data Structures
 - Computer Architecture
 - Design and Analysis of Computer Algorithms
 - Graph Theory
 - Principles of Programming Languages
 - Systems Programming
 - Compilers
 - Operating Systems Design
 - Internet Technology
 - Foundations of CS (Graduate level course on complexity and computability)
- GPA: 3.97
- Inducted into Phi Beta Kappa Society as a Junior
- Received 2014 Academic Excellence Award, awarded to the top 10% of sophomore students
- Member of Honors Program in the School of Arts and Sciences
- Minor: Physics

experience

2015

Merck & Co., Inc.

Branchburg, New Jersey

Summer Intern, Applied Technology Group

- Worked on Horizon 3 software engineering projects in Python and Java.
- Designed and implemented submodule of a larger webservice using the OpenL Tablets decision tables engine.
- Became a core team member on experimental project exploring data provenance and similarity.
- Developed software in Scrum/Agile development environment.
- Collaborated with remote teams in Boston and Washington, D.C.

2008-2014

Storming Robots, LLC

Branchburg, New Jersey

Instructor

- Taught classes in robotics, programming, and video game design to students in grades two through twelve.
- Used the Lego Mindstorms RCX and NXT programmed in RoboLab (Labview) and RobotC (C).
 - Carnegie Mellon Robotics Academy Certified RobotC/Mindstorms Instructor
 - Taught advanced level RobotC programming including inter-robot communication using Bluetooth and XBee, I2C interfacing, and low level motor feedback control.
- In 2008, coached FIRST Lego League team The Green Hawks, winning the Teamwork Award at both regional and State (NJ) competitions
- In 2010, mentored FIRST Lego League team RoboBrain, winning third place in the research project competition at the NJ State Finals and winning third place in the research project competition at the NJ State Finals in 2010.

awards and honors

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|------|---|---|
| 2015 | Phi Beta Kappa Society
<i>Honor Society</i>
• "The oldest and most prestigious liberal arts honorary society in the United States."
• "To be nominated in the junior year, students must...have a cumulative average of 3.800 or above." (pbk.rutgers.edu/about-pbk) | Rutgers, the State University of New Jersey |
| 2012 | Presidential Scholarship
<i>Undergraduate Scholarship</i>
• Awarded to students with competitive academic credentials, minimum 2250 combined SAT or an ACT score of 35 and an A grade-point average. | Rutgers, the State University of New Jersey |
| 2012 | Olcott Major Scholarship
<i>Undergraduate Scholarship</i>
• Awarded to a top student in the graduating class as selected by the Somerset Hills School District Board of Education. | Bernards High School, Bernardsville, New Jersey |

other experience

- | | | |
|-----------|--|------------------------|
| 2005-2011 | Robotics Team
<i>Storming Robots, LLC</i>
• Member of a local robotics team competing in various competitions, including: <ul style="list-style-type: none">– RoboCup Junior from 2008 through 2011, fielding Lego Mindstorms NXT robots programmed in RobotC in the Soccer event. Used advanced I2C sensors such as compass and infrared seeker.– ZeroRobotics in 2010 and 2011. This is a competition created by MIT and NASA in which competitors get to play a game with MIT's SPHERES robots on board the International Space Station. The robots are programmed in C, and in 2011 my team came in 1st out of all teams competing. | Branchburg, New Jersey |
| | • Completed many other robotics projects, including <ul style="list-style-type: none">– Rocky IV, a robotic hand that plays rock-paper-scissors against a human opponent, using an accelerometer to track the player's hand position.– Cerberus, an all-terrain rover that uses GPS to retrace a pre-recorded path input by the user. | |
| | • More information about these projects and others can be found at my website, mattgoldman.us | |

Hobbies: playing guitar (classical, acoustic, and electric), solving crossword puzzles, reading, watching classic movies