

Matthew E. Struble

Experience

Mission Critical Software Engineer

Mar. 2019 - Present

Draper
Cambridge, MA

- Aggregated multiple flight data sources into one unified database.
- Developed data analytics tools with machine learning frameworks to assist engineers with hardware analysis.
- Processed system data, sensor data, and real time flight data in order to improve GNC algorithms.

Senior Software Engineer

Oct. 2018 - Mar. 2019

Raytheon
Tewksbury, MA

- Responsible for designing, implementing, debugging, and fixing problems with the Radar software applications.
- Implemented signal processing algorithms and time critical control functions, involved in direct control of sensor systems.
- Worked with Software Architects and Principal Systems, Hardware, and Software engineers to interpret and implement requirements.

Software Engineer

Jan. 2017 - Oct. 2018

NetNumber
Lowell, MA

- Implemented and maintained SS7 signaling protocols within product.
- Improved performance and capabilities of signaling routing to fit the needs of customers in emerging markets.
- Autonomously resolved customer support tickets in a timely manner.

Lead Software Engineer

Aug. 2016 - Dec. 2017

General Dynamics MS
Pittsfield, MA

- Performed scope and cost analysis for software deliverables.
- Updated low-level C drivers for the electric drive motor on the LSV2 upgrade.
- Created and maintained software development plan, software design, and software requirement documents.

Education

Georgia Institute of Technology

Master of Science, Computer Science

Specializations: Computational Perception and Robotics, Machine Learning

August 2017 - December 2019

Atlanta, GA

Champlain College

Bachelor of Science, Game Programming

Minor: Mathematics

August 2011 - May 2015

Burlington, VT

Skills

Languages: Java, Python, C, C++, SQL, Bash, \LaTeX .

Applications: Tensorflow, OpenCV, MATLAB, Git, Vi/Vim, Unity, OpenGL.

Projects

Heineken Star Experience: Utilized Tensorflow to develop an object detection model and integrated it into an adaptive AR experience for a Heineken promotional event.

Hyper Syntax: A team-built split-screen multiplayer game written in Unity capable of handling four players and thousands of unique on-screen colliders at once.