Matthew E. Struble

http://www.mattstruble.com

EDUCATION

Georgia Institute of Technology Atlanta, GA
Master of Science, Computer Science
Specializations: Computational Perception and Robotics, Machine Learning
August 2017 - Present

Champlain College Burlington, VT
Bachelor of Science, Game Programming
Minor: Mathematics
August 2011 - May 2015

EXPERIENCE

Senior Software Engineer Raytheon
Oct. 2018 - Mar. 2019 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 NetNumber
Jan. 2017 - Oct. 2018 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 General Dynamics MS
Aug. 2016 - Dec. 2017 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.

Aerospace Software Engineer General Dynamics MS
May 2016 - Aug. 2016 Pittsfield, MA

- Architected a software suite tasked with hardware tests in LabWindows (C).
- Processed data in real time for GN&C Algorithms and post-test analysis.

Software Engineer General Dynamics MS
Jun. 2016 - May 2016 Pittsfield, MA

- Designed training software for naval physical security systems.

SKILLS

Languages: C, C++, Java, Python, SQL, Bash, SQL, PHP, LaTeX.
Applications: Unity, Vi/Vim, Git/SVN, OpenGL, MATLAB, Flash/Photoshop CS6.

PROJECTS

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.

Rigid Body Physics Engine: Utilized OpenGL graphics library in C++ to create an engine capable of handling 3D rigid body collisions in real time.