

# Matthew E. Struble

mattstruble@outlook.com

## Experience

**Mission Critical Software Engineer** (Under Contract To) Draper  
Mar. 2019 - Present 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** (Under Contract To) 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.

## Education

**Georgia Institute of Technology** Atlanta, GA  
*Master of Science*, Computer Science  
*Specializations*: Computational Perception and Robotics, Machine Learning  
August 2017 - December 2019

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

## Skills

**Languages**: Java, Python, C, C++, SQL, Bash,  $\text{\LaTeX}$ .  
**Applications**: Tensorflow, OpenCV, MATLAB, Git/SVN, Vi/Vim.

## 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.