Matthew J. Farrer

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OBJECTIVE To learn, grow and continuously improve.

EDUCATION

Master of Science, Computer Science
UC Davis, 2021 GPA: 4.0

Postbaccalaureate Studies, Computer Science
San Francisco State University, 2017-2019 GPA: 3.88

Associate of Science, Computer Science, with Highest Honors
City College of San Francisco, 2017 GPA: 3.9
Math Department Endowment Fund Scholarship
Carl Royce Memorial Scholarship

Bachelor of Arts, Philosophy, with Honors
UC Berkeley

SKILLS Node.js, TypeScript, AWS, Snowflake, SQL, Kubernetes, Kafka, Grafana, Jest, GitHub Actions, Docker, Python, Java, C++, R, Linux and other technologies.

EXPERIENCE

Software Engineer I October 2021 - September 2023
HBO Max → Warner Media → Warner Bros. Discovery
- Client data ingestion team. Maintained and operated legacy HBO Max data pipeline. Participated in design, development, deployment and testing of new Max data infrastructure following merger with Discovery.
- Developed end to end testing framework for team microservices.

Software Engineer June 2021-October 2021
Tata Consultancy Services
- Participated in Initial Learning Program training for Full Stack Engineer role.

Teaching Assistant September 2019 - June 2021
UC Davis
- Served as teaching assistant for several undergraduate Computer Science classes.

PROJECTS

Master's Degree project. Pursued research related to Null Checker annotations for Java, e.g. the Checker Framework. Conducted mining of open source Java software repositories for data related to annotations. Python, Java and R were used for data collection and analysis. Project was approved by faculty committee.

Computer Music. Created a programmable software drum machine. User may compose and edit beat patterns using three distinct drum sounds. User may perform live by saving and loading beats in a real-time setting. User may control rhythm, gain, and tempo. Linux, C, PortAudio. `https://github.com/farrerm/DrumMaster`