# Matthew Fernandez

# Software Development | Education

#### **CERTIFICATIONS**

Florida Temporary Educator Certificate Mathematics Grades 6-12

#### **WORK EXPERIENCE**

December 2024 - Present | Santa Fe College Academy

## Teacher - Geometry/Programming Fundamentals

- Served as students' first stop for IT-related issues.
- Came in during the middle of the school year to a group of students who hadn't had a proper teacher all year.
- Started my first year of teaching with a class that was several months behind.
- Succeeded in getting an above county-average pass-rate for my Geometry students.
- Developed a profound respect for workers in education.

# PROJECT EXPERIENCE

January 2023 - December - 2023 | Four Person Team

### Cue-Cetera - Facial Cue Recognition App

- Headed development of page routing and the User Interface.
- Integrated several pre-existing packages to fit our application's unique

design goals.

• Exercised clean code protocols by modularizing the former codebase

to make future work and debugging easier.

• Collaborated with team by using Agile Development methodologies.

January 2022 - May 2022 | Four Person Team

#### Descent - Single Player Boss-Rush Prototype

- Scripted Movement and Combat Logic for the playable Angler character, using coroutines and kinematics.
- Handled player animation integration, using enumerated move states with freely available Mixamo animations.
- Integrated music, art, animations, and logic into functional boss battles.



(954) 668-8778



fernandezmatthewkyle@gmail.com



https://www.linkedin.com/in/matth ew-kyle-fernandez/



https://fernandezmatthew.github.io

#### **EDUCATION**

2021 - 2024

#### University of Florida,

Gainesville, FL

Bachelor of Science, Computer Engineering GPA - 3.72

2018 - 2020

## Santa Fe College,

Gainesville, FL

Assossciate of Arts, Engineering GPA - 3.93

#### Relevant Skills

#### Programming/Hardware Languages -

C/C++ (5 years)

Java (2 years)

C# (3 years)

VHDL (1 year)

XML, CSS, HTML (< 1 year)

Various Assembly Languages

#### **User-Interface Implementation -**

Image Editing

I/O Processing

**Back-End Linking** 

#### Hardware Design -

FSM Controllers

**CPU** Datapaths

Instruction Set Architectures

#### Teaching / Tutoring -

Mathematics

Computer Science