

Matthew Fernandez

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<https://fernandezmatthew.github.io>

PROFESSIONAL SUMMARY

I am a junior computer engineer with several years' experience developing software across multiple programming languages using Agile methodologies in team environments, and a year's experience teaching high school level mathematics and computer programming. I graduated from the University of Florida with a Bachelor of Science in Computer Engineering, earned my Temporary Teaching Certificate in Mathematics, and am currently pursuing a CompTIA A+ certification. I am currently looking for full-time work in the Orlando area.

PROFESSIONAL EXPERIENCE

Geometry/Computer Programming Teacher, Santa Fe College Academy **Dec. 2024 - Sept. 2025**

- Succeeded in getting an above county-average pass-rate for my Geometry students.
- Prepared and presented educational content on a daily basis.
- Organized student assignments, class curricula, and gradebooks across multiple courses.
- Served as coworkers' and students' first stop for IT-related issues.

UNIVERSITY EXPERIENCE

Cue-Cetera

Jan. 2023 - Dec. 2023

- Headed development of page routing and the User Interface using Flutter and Android Studio.
- Integrated several pre-existing packages to fit our application's unique design goals.
- Helped train machine learning emotional recognition AI model.
- Exercised clean coding principles by modularizing the former codebase to help ease future work and debugging.

Descent

Jan. 2022 - May 2022

- Scripted the Movement State Machine and Combat Logic for the playable Angler character, using coroutines and kinematics in Unity.
- Handled player animation integration, using enumerated move states with Mixamo animations.
- Headed integration of music, art, animations, and logic into functional boss battles.
- Created the UI to display user abilities, health, enemy names, and more.

EDUCATION

Bachelor of Science, Computer Engineering

University of Florida

Jan 2021 - Aug. 2024

GPA - 3.72

Associate of Arts, Engineering

Santa Fe College

Aug. 2018 - Dec. 2020

GPA - 3.93

SKILLS

C/C++, Java, C#, Python, VHDL, XML, CSS, HTML, ARM Assembly, Sprite Editing, Input/Output Processing, User-Interface Design and Implementation, FSM Controllers, CPU datapaths, Computer Architecture, Computer Networks, Algorithms, Agile Methodologies, Mathematics, Education.