Matthew Fernandez
Software engineer seeking entry-level position in the Orlando area
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https://fernandezmatthew.github.io

EDUCATION

Bachelor of Science, Computer Engineering   **Graduated Aug. 2024**
University of Florida   GPA - 3.72

TECHNICAL 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.

PROFESSIONAL EXPERIENCE

Geometry/Computer Programming Teacher, Santa Fe College Academy   Dec. 2024 - Sept. 2025
- Explained complex mathematical concepts to students with varying skill levels, adapting instruction as needed.
- Exceeded average Alachua County pass rate on standardized assessments.
- Started and designed an introductory programming course to give students a head start on Python.
- Acted as the school's de facto IT representative.

UNIVERSITY EXPERIENCE

Cue-Cetera | Dart, Flutter, Android Studio | Team Project
- Headed development of page routing and the User Interface using Flutter and Android Studio.
- 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 | C#, Unity, Visual Studio | Team Project
- Scripted the movement state machine and combat logic for the playable Angler character.
- Handled player animation integration, using enumerated move states with Mixamo animations.
- Headed integration of music, art, animations, and logic into functional boss battles.

Space-Search | Java, XML, Android Studio | Team Project
- Developed a space word trivia game overnight as an entry to a local hackathon.
- Designed and implemented UI and page navigation.
- Won Space Force award for best space-themed application.

Minesweeper Clone | C++, SFML, CLion | Personal Project
- Developed a fully functional Minesweeper game with randomized board generation and custom game logic.
- Implemented UI, event handling, and game state management using the SFML C++ library.
- Created debug mode and testing functionality with multiple board configurations.