Matthew Lee

American-Canadian studying CS @ WWU
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Education:

Currently at Western Washington University in Bellingham.
Graduation Date (expected): Fall 2020
GPA: 3.44

Skills:

Languages:
Java, C#, C, C++, CUDA, OpenCL

Productivity and Tools:
Eclipse, Visual Studio, Maven, Linux, GDB, VM Virtualbox, AWS, JSON, Git

Areas of Interest

Concepts:
Parallel programming, algorithm optimization, UX, GPGPU, big data, system design, quantitative finance

Notable Projects:

GW2 Unofficial Add-On Manager

Wrote a desktop application for Guild Wars 2 that improves player experience by condensing installation, configuration, and updates for several popular add-ons into a single user-friendly menu.

Classfindr

Designed and wrote a multithreaded web scraper and upload application to obtain class data from my university for the last 16 years by parsing responses from a web API in place for a legacy tool and uploading the results to a personal AWS DynamoDB database.

Financial API Utility - University Hackathon

Wrote a console-based application that uses a restful API to display data a user desires directly on the console. Learned how to parse JSON files using the org.json and Gson libraries over the course of the 24-hour competition and gained valuable collaborative development experience.

Exploring Monte Carlo Simulations

Wrote functions to estimate various different values and functions using Monte Carlo simulations written to run on different hardware using Java, OpenCL, and CUDA. Experimenting with writing kernels run on the GPU proved most interesting about this project, as the use of the GPU often represented a significant performance improvement over comparable multithreaded implementations limited to the use of the CPU, and the architecture differences were enjoyable to try to leverage to further optimize runtimes.