

# Ian Matson

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Computer Science Undergraduate student currently studying at Texas A&M University. Able to quickly adapt to new circumstances and efficiently solve problems.

## Education

### **TEXAS A&M UNIVERSITY**

**8/18 - PRESENT**

- 4.0 GPA
- Computer Science Major, Cybersecurity and Math Minor
- Member of the TAMU ICPC Team (International Collegiate Programming Contest)
- Coursework in Java, Python, and C++

## Experience

### **DEVELOPMENT TEAM | PIONEER NATURAL RESOURCES**

**6/19 - 8/19**

- Participated in full stack development using Angular and SQL.
- Redesigned company login portal and created multiple web-applications.
- Established company package repository to promote standardization of components and collaboration amongst developers.

### **REVIT ADD-IN DEVELOPER | DFW CONSULTING**

**6/18 - 8/18**

- Initiated research involving the Revit API and its potential to optimize the company's workflow.
- Lead a team to conduct research and develop workflow solutions using Revit's integrated API. Taught specific methodologies to team members.
- Used Visual Studio and C#

### **COMPETITOR | HOWDY HACK**

**9/19**

- Developed a web-application for organizations to promote events that serve free food. Currently still in development. Demo viewing available at <https://hungryags-demo.web.app>

### **1<sup>ST</sup> PLACE | TAMU DATATHON**

**1/19**

- Worked with a team to develop a pathfinding algorithm to find the most efficient path that connects a set of given points in a Walmart store.

## Awards and Accomplishments

- TAMU Datathon 1<sup>st</sup> Place
- Texas A&M Brown Scholar

**6/19**

**6/18**

## Leadership

### **GRACE SOUTHWOOD PRODUCTION TEAM**

**4/19 - PRESENT**

- Run and maintain audio and visual faculties for Grace Southwood on a weekly basis.

### **PREMIER AQUATICS TEAM CAPTAIN**

**9/17 - 8/18**

- Elected by peers to serve as team captain for the 2017-2018 season. Organized and facilitated team events, responsible for resolving conflicts amongst teammates.

## Projects

### **SLIDE MOBILE GAME**

**4/19 - PRESENT**

- Mobile game developed using Unity/C#. Currently playable, however fine-tuning and optimization is still in progress.

### **DISEASE SPREAD SIMULATOR**

**12/18**

- Python program to simulate the spread of disease in a population using a variety of variables. Simulated variables included average population resistance, disease contagiousness, fatality rate, and disease mutation rate.