Joshua Matni

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EDUCATION

University of Nevada, Reno — Reno, NV
Bachelor of Science in Computer Science and Engineering, Minor in Statistics — *Expected May 2026*
Relevant Coursework: Data Structures, Analysis of Algorithms, Computer Organization, Multivariable Calculus, Linear Algebra, Probability and Statistics, Discrete Mathematics

EXPERIENCE

Breadware — Jan. 2024 – Present
Software Engineer Intern — *Reno, NV (Remote)*
- Developing a Retrieval Augmented Generation (RAG) chatbot to improve how developers search internal documentation, using tools like LlamaIndex, Ollama, Milvus, and Streamlit

Stanford Linear Accelerator Center - Linac Coherent Light Source — June 2023 – Aug. 2023
Software Engineer Intern — *Menlo Park, CA*
- Developed an automation for API access to the LCLS Experiment Portal using Python; included data extraction, transformation, error handling, and JSON parsing, ensuring a smooth operation across 80+ experiments
- Optimized memory usage and accelerated data retrieval by 24% through efficient management of over 85,000 LCLS Beam User experimental data files using Python generators and MySQLdb
- Enhanced experimental reliability by 7% across 80+ LCLS experiments by conducting data analysis and cleaning with Jupyter Notebooks, Pandas, and Matplotlib
- Designed and presented an informative poster on monitoring data mover latency and transfer rates within LCLS experiments, engaging over 45 colleagues

Starbucks — Feb. 2020 – Aug. 2022
Barista Trainer - Coffee Master — *Campbell, CA*
- Responded to customer orders and inquiries with utmost courtesy and efficiency, contributing to a 11% increase in customer connection scores; fostered a collaborative team environment through constant communication

PROJECTS

Stock Market Data Streaming and Analytics | *Jupyter, Kafka, AWS, Python* — Jan. 2024 – Present
- Designing and implementing a robust real-time data streaming pipeline to simulate real-time data ingestion, storage, and analytics; learning the basics of Kafka and AWS

Auralys | *Python, Flask, Next.JS, OpenAI, Spotipy*
- Led a team of 5 in a 38-hour hackathon to develop an Spotify playlist generator web application that creates personalized playlists based on user queries; awarded first place
- Utilized advanced query handling with OpenAI and integration with the Spotify API to deliver a functional and user-friendly application
- Successfully achieved 12+ active users, demonstrating real-world utility and engagement

Pong | *C++, Raylib, OOP*
- Collaborated with 2 of my peers to develop an interactive Pong game in C++ during a 38-hour hackathon, implementing OOP principles to manage game components; awarded first place
- Operated the Raylib library for game rendering, window management, and real-time audio-visual feedback, delivering smooth and immersive gameplay

CuisineCraft System | *C++, Unit Testing, CMake*
- Developed a C++ restaurant management system, integrating Google Test for robust unit testing, and leveraged CMake for efficient cross-platform build management

TECHNICAL SKILLS

Languages: Python, C++, C, SQL (mySQL, MariaDB), R, Assembly
Tools: Git, Jupyter Notebook, Anaconda, VS Code, Apache Kafka, LlamaIndex, Ollama, Milvus, Flask
Libraries: Pandas, Matplotlib, NumPy, Requests, Streamlit, MySQLdb
Familiar Concepts: Machine Learning, Vector Databases, Software Engineering