

Matthew Finley

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EDUCATION

University of North Carolina at Chapel Hill

May 2023

Bachelor of Science in Computer Science, Minor in Mathematics

Chapel Hill, NC

Relevant Coursework: Foundations of Programming, Data Structures & Algorithms, Computer Organization, Linear Algebra, Discrete Mathematics

Campus Involvement: Carolina Analytics & Data Science Club (Web Development Chair), Quantum Computing Club, Carolina Tech Explorers, Marathon Team, Jazz Ensemble

SKILLS

Languages: Proficient in Java, Python, and HTML/CSS; Familiar in JavaScript, C, Swift, and SQL

Technologies: Spring, Angular, Docker

EXPERIENCE

RIA Advisory | Full Stack Consultant Intern

- Worked on Recruitment Management System project on team of 6 people
- Learned Spring, Angular, and Docker

Boy Scouts of America | Eagle Scout

- Led 8 scouts in a service project at the Western Wake Crisis Ministry food pantry to renovate 125 shelves in order to meet new safety regulations
- Held 5 leadership positions: Quartermaster, Scribe, Patrol Leader (x2), Assistant Patrol Leader
- Countless volunteer projects in the community including assembling and delivering luminary kits, building art easels for a school, renovating a garden, and building a walkway for a church

Jet's Pizza | Delivery Driver

- Part-time position at local pizza restaurant, 8 months

PROJECTS

PostureNet | HackNC 2019 Healthiest Hack & Most Innovative Hack Runner Up

- Built a web app that uses Machine Learning to analyze and correct posture in real time
- Uses TensorFlow.js to gather human pose data points
- Deployed with Firebase

Nomadr | CS50x Final Project

- Created an interactive web map that locates safe places to work, sleep, and shower on the road
- HTML/CSS/JavaScript front end
- Backend made in Python using Flask framework to dynamically generate webpages
- SQL database to track user registration and datapoints

VEWI: Virtual Electronic Wind Instrument | Personal Project

- Built an iOS app that lets you use your phone to play music using standard woodwind fingerings
- Coded in Swift using Xcode, utilizing AudioKit framework