Matt Acarregui

https://www.linkedin.com/in/matt-acarregui | https://github.com/macarreg | macarreg@calpoly.edu | (206) 900-4771

EDUCATION

Cal Poly, San Luis Obispo | San Luis Obispo, CA
B.S. in Computer Science with a concentration in Artificial Intelligence & Machine Learning, graduating March 2026

LANGUAGES & TOOLS

Python, Java, C, JavaScript (React & Node), MongoDB, Azure, AWS

RELEVANT COURSEWORK

>>> Artificial Intelligence course covered LLMs, Computer Vision and image pooling, perceptron learning, and neural networks.
>>> Knowledge based systems course which taught knowledge discovery techniques and learning models.
>>> Speech and Language Processing course that taught us how to build simple language models by processing speech and text.
>>> App Development with React, worked with a team to create a working product in class.
>>> Programming Languages course taught how to create grammars in Racket to develop a custom programming language.
>>> Data Structures & Algorithms classes using Python and Java.
>>> Systems Programming and Architecture in C.
>>> Java Applications: GUIs, standard Java patterns, File I/O, Cloud Service usage.

PROFESSIONAL EXPERIENCE

Rainier Golf and Country Club, Seattle, WA | March 2021 – September 2024 | Server and Server Assistant
Campus Market, San Luis Obispo, CA | February 2023 – December 2023 | Part time line cook

---

PROJECTS

Cal Poly Prop Hunt | Full-Stack

- Worked with a team to build a property listing and review website using React and NodeJS
- I was primarily involved in creating the property and review forms, as well as the deployment process.
- Database setup with MongoDB, and deployed with Microsoft Azure.
- Link to deployed site: https://kind-mushroom-09c109a1e.6.azurestaticapps.net/

Knowledge-based SOMA Solver | Full-Stack

- Built an interactive 3D model of the SOMA grid and the available pieces in JavaScript for easy user interface.
- Python backend makes real-time validity checking by pruning off symmetric grid comparisons.
- The program allows users to keep a massive database of puzzles and solutions in a single JSON file.

UML Drawing Application | Full-Stack

- Java program which allows users to draw and save UML designs on a common server.
- Cloud-Service Logging technique to document user changes.
- Fully operational GUI with mouse functionality.
- Emphasis on Java Patterns, code Readability, MVC, and Single Responsibility Principle.

3-Player Prisoner's Dilemma Project | Back End

- Java Program which simulates an expanded version of the classic Prisoner's Dilemma tournament.
- Used ChatGPT as an unsupervised agent to test and simulate new strategies against Tit-For-Tat.

Polar Bear Frogger Game | Back End

- Built a playable frogger game using JavaScript and HTML.
- Custom coded sprites made using computer art techniques.