

Matthew Logan

mac-logan.com | mac.logan.ct@gmail.com | (203) 727-3650 | 5822 Fontainebleau Dr. New Orleans, LA

EDUCATION	Tulane University , New Orleans, LA, USA	Aug 2013 - May 2017
	• Bachelor of Arts Asian Studies & Computer Science	
	Donghua University , Shanghai, China	Aug 2015 - Dec 2015
	• Obtained Chinese proficiency certificate	
EXPERIENCE	Consultant at Tulane University Technology Connection	Apr 2015 – Present
	• Conducted computer, tablet, and accessory transactions and educated customers on key features and maintenance of products	
	• Performed computer hardware and software repairs with a team of other technicians	
	• Maintained an inventory of over 100 products on a monthly basis	
	User Experience and Design Intern at Tongji University	Aug 2015 – Dec 2015
	• Identified various client needs by prototyping innovative user experience interactions and conducting case studies	
	• Operated as the sole programmer on Human Machine Interface for Automobiles	
	• Presented prototypes and findings to clients during major milestones of the project	
SKILLS	<i>Languages:</i> Java, C, C++, HTML, CSS, JavaScript, Python, Ruby, SQL, Bash	
	<i>Frameworks:</i> Ruby on Rails, Django, AngularJS, D3JS, P5JS	
	<i>Developer Tools:</i> Git, XCode, Android Studio, Eclipse, Bracket, Atom, VIM, CLI	
	<i>Certifications:</i> Apple Certified Macintosh Technician (ACMT) Apple Product Professional (APP)	
	Core Competency:	
	• Strong programming background (Web, Mobile) and NLP/Machine-Learning	
	• User-experience engineering/simplification and UI design experience	
	• IT related customer-interaction and operational experience	
PROJECTS	Virtual Pen Pal (Work in Progress)	
	For my senior capstone, I am using natural language processing and machine learning to aid language learners in practicing their target language using an online chatbot. Through mass user training and an open-sourced code (ChatterBot), I aim to provide a fluid learning experience for users by mimicking an online conversation with a native speaker.	
	Tulane Online Transportation System (TOTS)	
	In an AGILE and testing based environment, I worked as the Scum Master on a group project that would allow students to schedule Tulane shuttles and for shuttle managers to respond to their requests. With Ruby on Rails, we created a full-stack website that fulfilled the needs of the Tulane community.	
	Human Machine Interface for Automobiles	
	With a group of UXD students, I conducted user studies to produce a car interface that would provide a greater ease of use while driving. Using Java on Android and our case study findings, I programmed a prototype for milestone presentations to the commissioning client (Zhejiang Geely Holding Group Co., Ltd).	
	Volume Rendering Visualization Project	
	Using CMake, I developed a model to view a CT scan of a human skull. The model could be rotated, spliced, and zoomed. A color curve was created that allowed for isolation of the different components of the model i.e. the skull, the brain, or the skin.	

RELEVANT COURSEWORK

CMPS 2300: Computer Systems and Networking	CMPS 3140: Artificial Intelligence	CMPS 3300: Software Studio
CMPS 3120: Visualization	CMPS 3260: Algorithms and Complexity	CMPS 4750: Computer Network