

# MATTHEW LOGAN

SOFTWARE DEVELOPER

## INFO

**Address** 4202 E Cactus Rd,  
Phoenix, 85032,  
United States

**Phone** 203-727-3650

**Email** [mac.logan.ct@gmail.com](mailto:mac.logan.ct@gmail.com)

## SOCIAL PROFILES

**CodePen**  
[codepen.io/maclogan/](https://codepen.io/maclogan/)

**Github**  
[github.com/maclogan](https://github.com/maclogan)

**Personal Site**  
[mac-logan.com](https://mac-logan.com)

**LinkedIn**  
[linkedin.com/in/matthew-logan-019b9b129/](https://linkedin.com/in/matthew-logan-019b9b129/)

## SKILLS

HTML	●●●●●
CSS	●●●●○
Javascript	●●●●○
Vuejs	●●●●○
Angular 2	●●●○●
SQL	●●●●○
Python	●●●●●
Java	●●●●○

## HOBBIES

Photography, 3D printing, Retro game collecting, Hiking

## LANGUAGES

Mandarin	●●●○●
Spanish	●●○○○

## PROFILE

Software developer with 3+ years of experience implementing client-specified requirements. Adept with formulating tangible and user-friendly interfaces with a multidisciplinary team. Flexible working in proprietary codebases and creating new solutions from the ground up.

## EMPLOYMENT HISTORY

### Implementation Consultant, Fast Enterprises

Oklahoma City

Aug 2017 – Present

- Worked with Oklahoma Tax Commission to develop and support their OneLink and Oklahoma Taxpayer Access Point software.
- Consulted with Oklahoma Tax Commision to declare possible enhancements and future updates.
- Developed using an extensive proprietary code-base using vb.net.

### Technology Consultant, Tulane University Technology Connection

New Orleans

Apr 2015 – Jun 2017

- 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
- Promoted to senior student worker and acted as shift leader to oversee store operations on weekends

### User Experience and Design Intern, Tongji University UXD Research Lab

Shanghai

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

## EDUCATION

### Tulane University, BA Computer Science | Asian Studies

New Orleans

Aug 2013 – May 2017

Major in computer sciences with a focus on SaaS and full-stack design and major in Asian Studies with a focus on Chinese language and culture.

## **Donghua University, Chinese proficiency certificate**

Shanghai

Aug 2015 – Dec 2015

CET 4 month study abroad internship program with 15 credit hours of courses per week along with an internship in Shanghai, China.

### **PROJECTS**

---

#### **Virtual Pen-Pal**

Sep 2016

Using natural language processing and machine learning, I sought to aid language learners in practicing their target language using an online chatbot. Through mass user training and an open-sourced code (ChatterBot), I provided a fluid learning experience for users by mimicking a conversational chat session with a native speaker. This web application utilized MongoDB, Django with Python, and various APIs such as Google's Natural Language Parser.

#### **Tulane Online Transportation System**

Jan 2016 – May 2016

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**

Aug 2015 – Dec 2015

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**

Jan 2015 – May 2015

Using CMake, developed a model to view a CAT 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.