

Matthew William Jibson

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Areas of interest

Scalable web applications to solve interesting problems. With the emergence and availability of technologies like BigTable and cloud providers, web applications must be re-engineered with new paradigms. This allows the old applications to run much faster, and new applications to be developed that were before not possible due to technological limitations.

Education

- 2009 **M.S., Electrical Engineering**
Colorado State University, 3.2 GPA.
ADVISOR: Tom Chen.
- 2007 **B.S., Computer Engineering**
Colorado State University, 3.3 GPA.
- 2007 **B.M., Piano Performance**
Colorado State University, 3.3 GPA.

Work Experience

- June 2011-
present **Seagate Technology**
Senior Engineer, *Firmware Organization*
Developed custom tools and infrastructure support in mostly Python and SQL.
- 2000-present **US Geological Survey**
Consultant
Developed Java programs for seismic landslide analysis.
- June 2007-
May 2009 **Innovative Advertising**
Primary Developer
Designed and created an online system for local ad distribution.
- May 2008-
Dec. 2008 **Seagate Technology**
Intern, *Firmware Organization*
Replaced a failing, 3rd-party, business-critical application with a custom tool.
- June 2006-
May 2007 **Apictura, LLC**
Intern
Wrote with JSP and Java EE servlets, networking services, servers, and other programming tasks.
- May 2005-
Jan. 2006 **SpectraLink**
Intern
Wrote Wireshark dissectors in C for proprietary wireless protocols.
- May 2004-
Aug. 2004 **IBM**
Intern
Created a Java tool to improve productivity of the printer analysis team.

Software Development

- 2011-present [go-dsp](#)
Digital signal processing library for the Go programming language (primary developer).
- 2000-present [SLAMMER](#)
Programs for seismic landslide analysis in Java (primary developer).
- 2011 [Journalr](#)
A website for online, modern journaling in Python and Google App Engine (founder and developer).
- 2009-2010 [Mission Office](#)
A system and website for management, automated statistics, and office work of a medium-sized, distributed organization in Python and Google App Engine (creator and developer).
- 2007-2009 [Biosensor](#)
Analysis and graphing system for results of potentiostat experiments in Django (creator and developer).
- 2002-2008 [Crescent Island](#)
A multiplayer, online game in PHP and MySQL/PostgreSQL (principal developer).
- [OpenBSD ports](#)
Submitted and had committed various ports to OpenBSD and FreeBSD.