

Matthew J. Anderson

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TECHNICAL SKILLS

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|------------------|--------------|------------------|------------|
| • Python | • Go | • Java | • C |
| • Docker | • Kubernetes | • Linux | • Git |
| • GitHub Actions | • Vim | • Dart / Flutter | • Hardware |
| • HTML/CSS/JS | • SQL | • Unity3D | • Haskell |

EXPERIENCE

TIBCO Software

May 2020 – Present

Software Engineer

- Collaborated with a team of six to imagine, design, build, and test MSGMX, an interactive CLI tool for managing various messaging systems.
- Implemented GitHub Actions workflows for automated building and testing in the cloud, saving hours of manual regression testing.
- Containerized messaging service environments, simplifying the process of configuring messaging systems.
- Implemented Swagger for FTL using go-swagger, which automatically generates an interactive REST UI in the browser based on internal server data structures, vastly more consistent and quick than manually creating a specification.

Semi-Autonomous Driving

October 2019 – December 2020

IIT MMAE Department Research

- Worked with a team of 5 to create a realistic driving simulator for a user to experience traffic.
- Trained a hypothetical self-driving car to drive using data collected from the simulation and Matlab for calculations.
- Used C# and Unity3D to program a dynamic environment with moving traffic and changing traffic lights.

PROJECTS

Mobile Applications

June 2015 - Present

Cross Platform Applications

- Released a total of 4 apps on the iOS/Android App Store, one selling 840 units in one year.
- Adopted Flutter as my tool of choice for creating simple, optimized applications that run on many platforms.
- Applied object oriented programming skills for game development with Unity3D to create mobile games.

Linux

May 2015 - Present

Development and Server Administration

- Host an OpenVPN server on a Raspberry PI to access my home network remotely.
- Also host a Nextcloud server, providing cloud convenience without compromising personal data.
- Use Linux as a daily driver OS, with experience in Arch, Fedora, Manjaro, and Ubuntu.

EDUCATION

Illinois Institute of Technology, Chicago IL

May 2021 – GPA: 3.6/4

Bachelor of Science in Computer Science

Coursework: Data Structures and Algorithms, Systems Programming, Computer Graphics, Discrete Structures, OOP.

Teaching Assistant

August 2019 – May 2020

Data Structures and OOP TA

- Independently hosted TA sessions for Data Structures and Algorithms in Python, introducing concepts such as time complexity, space complexity, linked lists, trees, and more.
- Helped teach Java to introductory computer science students, including basic programming and OOP principles such as objects, arrays, loops, and more.

Association for Computing Machinery

August 2018 – May 2021

- Developed a KaiOS mobile application to help individuals escape poverty. This won the “Most Feasible” award at PayPal Hack Chicago, where \$100 was donated to a charity of our choice.
- Attended HackIllinois, most notably contributed to the Anaconda project where I fixed bugs in source code.