

# Matthew Carter

## Computer Scientist

I am currently a computer science undergraduate with a minor in mathematics at Western Washington University. I am passionate about all kinds of technology and strive to innovate and motivate the future of technology.

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## EDUCATION

### BS in Computer Science

Western Washington University

09/2017 – Present

GPA: 3.28

#### Courses

- CSCI 330 - Database Systems
- CSCI 510 - Automata and Formal Language Theory
- CSCI 509 - Operating System Internals
- CSCI 511 - Analysis of Algorithms

### AS-T in Computer Science

Clark College

09/2015 – 06/2017

GPA: 3.02

## WORK EXPERIENCE

### Software Development Engineer Intern

Micro Focus

06/2019 – 09/2019

Bellingham, WA

#### Achievements/Tasks

- Designed and developed an internal web app to increase team productivity and efficiency
- Implemented the web app with the VueJS framework
- Created automatic install scripts to install different products and product versions
- Used GitLab CI/CD to install the latest product versions on virtual machines
- Used Docker for creating images and containers with different installed product versions
- Implemented Rest APIs for communication between the web app and various services

### IT Systems Admin Intern

Christenson Electric

06/2016 – 09/2018

Portland, OR

#### Achievements/Tasks

- Designed forms for a web-based platform to improve technician efficiency
- Setup and deployed various work stations, iPads, and other equipment
- Managed the IT infrastructure throughout the office

## SKILLS

Problem-solving

Collaboration

Communication

C

Java

Python

HTML

CSS

JavaScript

Linux

Git

CI/CD

Docker

Data Structures

## PROJECTS

### ScoutBot (11/2018 – Present) [🔗](#)

- Connects Discord users to the Riot API for League of Legends allowing them to query players and matches as well as create a scouting report for a team of players showing the team's strengths and weaknesses.

### macarter.net (07/2018 – Present) [🔗](#)

- A website that was designed to be a portfolio while learning the basics of HTML and CSS using Bootstrap.

### CSCI 345 - Deadwood Studios USA (05/2018 – 06/2018)

- Designed a Java game based on the real board game Deadwood Studios USA. Developed the back end system and game rules then designed a GUI that mimicked the real game board for users to play on.

### CSCI 347 - Microshell (04/2018 – 05/2018)

- A miniaturized shell application that can handle all of a normal shell's commands as well as some extra functionality. It's capable of parsing commands that are given, handle piping, and execute the individual commands.