

Matthew Stafford

☎ – (585) 690-5034 🌐 – www.acsu.buffalo.edu/~mcstaffo/ ✉ – matthewstafford29@gmail.com

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Software 'DevOps' Associate at Lockheed Martin. Part of a team responsible for the cultivation, deployment, and hosting of modern CI/CD tools. Provide SaaS to other teams to enable modernized software life-cycle practices. Responsible for researching and deploying a scalable Kubernetes infrastructure. Previously spent three years researching smartphone applications for rehabilitation.

Education

- College: University at Buffalo (SUNY)
- Major: Computer Science
- Enrolled: 2014-2018
- Degree: Computer Science B.S.
- GPA: 3.545
- Relevant Classes: Java Intro I&II, Data Structures, Theory of Computation, Introduction to Machine Learning, Algorithms, Intro to JavaScript, Software Engineering(Agile programming intro), Intro to Cyber Security, Real Time Embedded Systems

Work Experience

- **Lockheed Martin** **Space Systems**
Software 'DevOps' Engineer *July 2018–Present*
 - Research and Develop Rancher infrastructure for scalable on-prem Kubernetes cluster.
 - Configure Jenkins pipelines with Gitlab, static analysis, coverage reports, unit testing, and artifact repositories.
 - Manage OpenShift templates and developing RHEL based docker images.
 - Research and create automated Selenium unit tests suite.
 - Research, develop, and providing training for TestArchitect based automated testing.
- **The Embedded Sensing and Computing (ESC) Lab** **University at Buffalo**
Student Researcher *August 2014–Present*
 - Developed a 'Stroke Rehabilitation System' that uses a smartphone, smart watch, and 3-D printed cup. Provides stroke sufferers with a rehabilitation tool that tracks and provides feedback to users during their exercises.
 - Designed the system top down from user interface, to real time data analysis, cloud storage solutions, and large scale data analysis of user data.
 - Developed 'Flappy Breath', an Android application that uses a patient's breathing as a game interface. Designed as a rehabilitation system for sufferers of Chronic Obstructive Pulmonary Disease (COPD).
- **Summer REU: Security of Mobile Devices and Wireless Networks** **New York Institute of Technology**
Research Assistant *Summer 2017*
 - Developed and Authored 'TETRIS: Smartphone-to-Smartphone Screen-Based Visible Light Communication'
 - Responsibilities included developing Android Application, crafting research paper, and data collection.
 - Co-Authored 'Indoor Localization through Visible Light Characterization using Front-Facing Smartphone Camera'
- **The Fisher-Price Early Childhood Research** **University at Buffalo**
Student Assistant *September 2016–June 2017*
 - Developing an interactive book for children that uses an Android tablet to display pages, play narration, and colorfully animate the story.
 - Tracks child's gaze and touches on tablet's screen.
 - Maps data into a graphical interface for clearer understanding of data.

Awards

- UBHack Nights Sponsored by Google - 'Best Design' and 'Google's Best Use of Google Cloud API'
- Major League Hacking Season 18 University at Buffalo '1st Place' and 'Best Hack that Improves or Works to Preserve the Environment'
- First place ribbon at CSE 50th Anniversary Celebration presenting 'Stroke Rehab' poster - September 30th, 2016 and October 3, 2017

Published Papers

- 'TETRIS: Smartphone-to-Smartphone Screen-Based Visible Light Communication'
- 'Flappy Breath'
- 'Indoor localization through visible light characterization using Front-Facing smartphone camera'

Projects

- Smart Coffee Maker
 - Augmented inexpensive coffee maker with temperature, water level, an automatic shutoff sensors
 - Flask-Based web application to display coffee's brewing analytics
 - Twitter enabled activation
- Smartphone Enabled Scheduler
 - Developed smartphone based scheduling application
 - Uses Google's Calendar API, Node.js, Mongo DB, and Java Spring to cross reference user's calendar data.

Technical and Personal skills

- Programming Languages:
 - Proficient: Java, XML, Android Studio Development, Real Time data analysis
 - Familiar: Helm, Rancher, Kubernetes, Ansible, Jenkins, Openstack, AWS S3, AWS Cognito, Python, Git, GitHub, JavaScript, Node.js
- General Skills: History of professional presentations (Poster & Sideshow), Experienced in team based research projects, Actively communicates project to both technical and non-technical clients