

Matthew Brandon Fishman

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EDUCATION

Quinnipiac University, School of Engineering, Hamden, CT
Bachelor of Science in Software Engineering

May 2017

Relevant Coursework: Software Design & Architecture, Data Structures and Abstraction, Algorithm Design and Analysis, Software Engineering in Healthcare, Software Quality Testing, Software Requirements Analysis, Software Project Management

Quinnipiac Academic Scholarship: Qualified for all 4 years

EXPERIENCE

Fiber Mountain, Cheshire, CT
Software Engineer

Winter 2016 – Current

- Modified the Java codebase to assure the code could be properly automated using Python.
- Developed Python scripts for automate testing of the GUI to guarantee all test cases could be achieved.
- Designed and prototyped a touch sensitive web application that was integrated in the company's hardware.

North Mill Equipment Finance, South Norwalk, CT
Software Engineering Intern

Summer 2016

- Sped up the release date for the company's software through optimization of pages and bug fixes
- Utilized SQL, HTML, CSS, JavaScript and Apex along with Salesforce to solve bug fixes and enhancements on Broker Portal
- Produced a unit test suite, which ensures the correctness of the company's software

Apprentice 100 (A100), New Haven, CT
Apprentice

Spring 2016

- Learned to use HTML, CSS, JavaScript, MongoDB along with frameworks such as Meteor and Bootstrap
- Completed a web application, using two 4-week scrum sprints for a real company and delivered a prototype application

QUINNIPIAC ACTIVITIES

QUESO (Quinnipiac University Engineering Student Organization)
Treasurer

Fall 2016 – Spring 2017

- Developed and maintained a budget to provide club with necessary amount of money for each event

QCC (Quinnipiac Computing Club)
Founding Vice President

Winter 2014 – Winter 2016

- Ran workshops mentoring classmates to use industry tools such as Git, Meteor, and MongoDB
- Hosted hackathon competitions in which students to develop prototypes to solve a given problem
- Contacted local companies to facilitate networking opportunities for club members

SKILLS

Programming: Java, HTML, CSS, JavaScript, Python, MySQL, Meteor, MongoDB, HTTP/REST API, Scala

Applications: Eclipse, GitHub, Adobe Photoshop, Microsoft Office Suite

Operating Systems: Windows, Mac OS X, Android, Linux

Development Methodologies: Agile/Scrum

Certifications: ACM Membership, A100 Graduate

PROJECTS

Perfusion Simulation Device

Fall 2016 – Spring 2017

- Senior project developed for the Quinnipiac Director of Cardiovascular Perfusion Program using the Meteor JavaScript framework so he can simulate perfusion with students in a classroom environment

AWARDS

Quinnipiac University Outstanding Achievement in Software Engineering
CT Skills Challenge

Spring 2017

Winter 2016

First Place Winners

- Competed in a programming competition hosted by tech companies with the top 50 programmers in 15 Connecticut colleges
- Prototyped an application in 4 hours with a team of other students using APIs to solve a real world problem