

Matthew Langston

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I am a full-stack engineer looking for a position that allows me to funnel my passion for mobile and web technologies into valuable contributions to real world applications.

Full-Time Experience

Senior Programmer Analyst, *NSPARC* May 2015 – Present

Programmer Analyst, *NSPARC* May 2012 – May 2015

- Architected and implemented the Android component for Mississippi Works and took the lead in development of the supporting Spring backend. Optimized the user interface for tablets using fragments, implemented local persistence with SQLite, interacted with a REST API, implemented RxJava for complex network operations, and used Gradle for build automation. Assisted in maintenance of the iOS Objective-C app.
- Managed an entry-level developer during implementation of version 2.0 of the Android component for Mississippi Works.
- Helped push a county and court record management system to version 1.0 using Spring, jQuery, and MySQL, and helped deploy the system to approximately ten counties in North Mississippi.

Internships

Software Engineer, *ERDC-ITL* Summer 2011

Software Engineer, *Navagis LLC* Summer 2010

Lab Assistant, *MSU Digital Forensics Lab* Summer 2009

Software Engineer, *Radiance Technologies* Fall 2008

Systems Administrator, *Radiance Technologies* Summer 2008

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Side Projects

Project: medicine

Designed and implemented a patient check-in system for a local healthcare clinic. Used Firebase for data synchronization across platforms, AngularJS and Node for a web component, iOS Swift for a smartwatch component, and the Android SDK for a phone component. Integrated a set of Phillips Hue lights into Node for displaying room status. Used Gulp, Bower, and CocoaPods to facilitate dependency management and frontend build flow.

StarsGL

This was an experiment to create a 3D 4X strategy game for the web using the new WebGL specification and HTML5's canvas. I laid a foundation using a library called three.js to interact with WebGL, along with jQuery UI as a user interface and Groovy on Grails for the backend.

Education

M.S. in Computer Science, <i>Mississippi State University</i>	May 2012
B.S. in Computer Science, <i>Mississippi State University</i>	May 2010

Skills

Languages	Java, JavaScript, Swift, Python, C++
Web Development	Spring, Express, AngularJS, jQuery, HTML5, CSS3
Mobile Development	Android, iOS, Kindle
Build Tools	Gradle, Maven, Gulp, Bower, CocoaPods
DBMS	SQLite, MySQL, MongoDB
Miscellaneous	Linux, Git, SVN, Atlassian, IntelliJ