

# Matthew Broussard

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(512) 635-9588

## Education

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### University of Texas at Austin

Expected Graduation: December 2015

- Pursuing B.S. in Computer Science
- 3.88 CS GPA, 3.69 Overall GPA after Spring 2015 semester

## Technical Skills

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- Proficient in Java, Python, C, C++, JavaScript, and HTML/CSS
- Experience with Objective-C, Go, PHP, SQL

## Work Experience

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<b>Dropbox</b> (San Francisco, CA) – <i>Software Engineer Intern</i>	Summer 2015
• Developed backend performance improvements for full-text search ( <i>Python, Go</i> )	
<b>Facebook</b> (Menlo Park, CA) – <i>Software Engineer Intern</i>	Summer 2014
• Implemented frontend Messaging features and UX improvements ( <i>PHP/Hack, JavaScript, React</i> )	
<b>Tableau Software</b> (Seattle, WA) – <i>Software Engineer Intern</i>	Summer 2013
• Designed and implemented statistical analysis features for Tableau Desktop ( <i>C++, Qt</i> )	

## Projects

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<b>Where's My Stop?</b> – <i>Objective-C</i>	Spring 2015
• App for iOS that notifies users when they are approaching their destination stop on public transit	
<b>PacMan Artificial Intelligence Projects</b> – <i>Python</i>	Spring 2014
• Agents implementing various search, inference, reinforcement learning, classification techniques	
<b>PolyDrop</b> – <i>Java, Java Swing, Leap Motion</i>	Spring 2014
• Cross-platform game using Leap Motion Controller for physical engagement of up to two players, with over 35,000 downloads	
<b>Building Wide Intelligence Touch Kiosk UI</b> – <i>HTML, CSS, JavaScript, jQuery, PHP, MySQL, Python, ROS</i>	Spring 2013
• Touch-aware web application deployed in Gates-Dell Complex to display information for visitors, students, and faculty and allow interaction with Building Wide Intelligence robots	
<b>Simple Search Engine</b> – <i>Java, HTML, CSS, JavaScript, jQuery</i>	Fall 2012
• Web crawler that indexes text content on webpages, simple embedded HTTP server to process queries, and interactive front-end for viewing results	

## Coursework

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• Programming for Performance	Fall 2015
• Distributed Systems: Graduate	Fall 2015
• Network Security and Privacy	Spring 2015
• Big Data Programming ( <i>Hadoop, Spark</i> )	Spring 2015
• iOS Mobile Development	Spring 2015
• Computer Graphics ( <i>OpenGL</i> )	Spring 2015
• 3D Reconstruction with Computer Vision ( <i>OpenCV</i> )	Fall 2014
• Artificial Intelligence: Honors	Spring 2014
• Algorithms and Complexity	Spring 2014
• Operating Systems: Honors	Fall 2013

## Extracurricular Activities

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<b>UTCS First-Year Pods</b> – <i>Pod Mentor</i>	2014 - 2015
• Career and academic mentoring and social events for 15 first-year honors CS students	

GitHub, LinkedIn, project details, and more at [mattb.io](http://mattb.io)