

# 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
- 3.85 CS GPA, 3.63 Overall GPA after Fall 2014 semester

## Technical Skills

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

## Work Experience

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### Facebook (Menlo Park, CA) – *Software Engineer Intern*

Summer 2014

- Developed frontend Messaging features and UX improvements (PHP/Hack, JavaScript, React)

### Tableau Software (Seattle, WA) – *Software Engineer Intern*

Summer 2013

- Designed and implemented statistical analysis features for Tableau 8.1 (C++, Qt)

## Projects

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### PacMan Artificial Intelligence Projects – *Python*

Spring 2014

- Agents implementing various search, inference, reinforcement learning, classification techniques

### PolyDrop – *Java, Java Swing, Leap Motion*

Spring 2014

- Cross-platform game using Leap Motion Controller for physical engagement of up to two players, with over 35,000 downloads

### Building Wide Intelligence Touch Kiosk UI – *HTML, CSS, JavaScript, jQuery, PHP, MySQL, Python, ROS*

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

### Simple Search Engine – *Java, HTML, CSS, JavaScript, jQuery*

Fall 2012

- Web crawler that indexes text content on webpages, simple embedded HTTP server to process queries, and interactive front-end for viewing results

### Tetris – *Java, Java Swing*

Fall 2012

- Graphical Tetris clone including game-playing AI and adversary AI to increase difficulty

## Coursework

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| • 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        |
| • Autonomous Intelligent Robotics (Freshman Research Initiative) | Spring/Fall 2013 |

## Extracurricular Activities

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### UTCS First-Year Pods – *Pod Mentor*

Fall 2014 - present

- Teach 15 first-year honors CS students about navigating industry and academia
- Organize events for career, social, and academic enrichment

### UTCS Roadshow – *Materials Committee Lead*

2013 - 2014

- Outreach organization to spread interest and awareness about CS to K-12 students

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