## Matthew Broussard

## matt@mattb.io (512) 635-9588

Education	
<ul> <li>iversity of Texas at Austin</li> <li>Pursuing B.S. in Computer Science</li> <li>3.85 CS GPA, 3.63 Overall GPA after Fall 2014 semester</li> </ul>	
Technical Skills	
<ul> <li>Proficient in Java, Python, JavaScript, PHP, and HTML/CSS</li> <li>Experience with C, C++, Objective-C, SQL</li> </ul>	
Work Experience	
Facebook (Menlo Park, CA) - Software Engineer Intern	Summer 2014
• Developed frontend Messaging features and UX improvements (PHP/Hack, JavaScript, Reac <b>Tableau Software</b> (Seattle, WA) – <i>Software Engineer Intern</i>	t) Summer 2013
<ul> <li>Designed and implemented statistical analysis features for Tableau 8.1 (C++, Qt)</li> </ul>	
Projects	
<ul> <li>Building Wide Intelligence Touch Kiosk UI – HTML, CSS, JavaScript, jQuery, PHP, MySQL, Python, F</li> <li>Touch-aware web application deployed in Gates-Dell Complex to display information for visit students, and faculty and allow interaction with Building Wide Intelligence robots</li> </ul>	1 0
PolyDrop – Java, Java Swing, Leap Motion	Spring 2014
• Cross-platform game using Leap Motion Controller for physical engagement of up to two pla <b>PacMan Artificial Intelligence Projects</b> – <i>Python</i>	yers Spring 2014
<ul> <li>Agents implementing various search, inference, reinforcement learning, classification techniques</li> <li>Simple Search Engine – Java, HTML, CSS, JavaScript, jQuery</li> <li>Web crawler that indexes text content on webpages, simple embedded HTTP server to process</li> </ul>	ues Fall 2012
queries, and interactive front-end for viewing results <b>Tetris</b> – <i>Java, Java Swing</i>	Fall 2012
Graphical Tetris clone including game-playing AI and adversary AI to increase difficulty	1411 2012
Coursework	
Network Security and Privacy	Spring 2015
<ul><li>Big Data Programming</li><li>iOS Mobile Development</li></ul>	Spring 2015 Spring 2015
Computer Graphics	Spring 2015 Spring 2015
Object-Oriented Programming	Fall 2014
3D Reconstruction with Computer Vision	Fall 2014

## **Extracurricular Activities**

**UTCS First-Year Pods** – Pod Mentor

Fall 2014 - present

Spring/Fall 2013

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

Autonomous Intelligent Robotics (Freshman Research Initiative)

**UTCS Roadshow** - Materials Committee Lead

Algorithms and Complexity

Operating Systems: Honors

Artificial Intelligence: Honors

2013 - 2014

Spring 2014

Spring 2014

Fall 2013

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

GitHub, LinkedIn, project details, and more at mattb.io