Matthew Broussard

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Education

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

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

Work Experience

Dropbox (San Francisco, CA) – *Software Engineer Intern*   Summer 2015
- Developed backend performance improvements for full-text search *(Python, Go)*

Facebook (Menlo Park, CA) – *Software Engineer Intern*   Summer 2014
- Implemented 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 Desktop *(C++, Qt)*

Projects

Where's My Stop? – *Objective-C*   Spring 2015
- App for iOS that notifies users when they are approaching their destination stop on public transit

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

Coursework

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

Extracurricular Activities

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