# Matthew Broussard

matt@mattb.io
(512) 635-9588

## Education

**University of Texas at Austin** <span style="float:right">Graduated December 2015</span>
- B.S. in Computer Science
- 3.89 CS GPA, 3.72 Overall GPA

## Technical Skills

- **Languages:** JavaScript (ES6, TypeScript), Swift, Objective-C, Java, Python, C/C++, Go, PHP, HTML/CSS
- **Technologies:** React, UIKit, Core Data, MySQL, Hive

## Work Experience

**Dropbox** (San Francisco, CA) – *Software Engineer* <span style="float:right">Spring 2016 - present</span>
- Building Paper, a modern document collaboration surface for teams
  *(Swift, Objective-C, TypeScript, React)*

**Dropbox** (San Francisco, CA) – *Software Engineer Intern* <span style="float:right">Summer 2015</span>
- Developed backend performance improvements for full-text search *(Python, Go)*

**Facebook** (Menlo Park, CA) – *Software Engineer Intern* <span style="float:right">Summer 2014</span>
- Implemented frontend Messaging features and UX improvements *(PHP/Hack, JavaScript, React)*

**Tableau Software** (Seattle, WA) – *Software Engineer Intern* <span style="float:right">Summer 2013</span>
- Designed and implemented statistical analysis features for Tableau Desktop *(C++, Qt)*

## Projects

**Where's My Stop?** – *Objective-C* <span style="float:right">Spring 2015</span>
- App for iOS that notifies users when they are approaching their destination stop on public transit

**PacMan Artificial Intelligence Projects** – *Python* <span style="float:right">Spring 2014</span>
- Agents implementing various search, inference, reinforcement learning, classification techniques

**PolyDrop** – *Java, Java Swing, Leap Motion* <span style="float:right">Spring 2014</span>
- 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* <span style="float:right">Spring 2013</span>
- 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

## Coursework

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

## Extracurricular Activities

**UTCS First-Year Pods** – *Pod Mentor* <span style="float:right">2014 - 2015</span>
- Career and academic mentoring and social events for 15 first-year honors CS students

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