

Matthew Low

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2nd year mathematics and computer science student at the University of Queensland with experience in a variety of languages and environments as well as strong mathematical and statistical skills. My interests lie in algorithms, machine learning, operations research, optimisation, front-end web development and graphic design.

EDUCATION

- **Bachelors of Mathematics and Computer Science** Brisbane, Australia
The University of Queensland; GPA: 6.00/7.00 *Feb. 2018 – Dec. 2021*
 - **Major:** Machine Learning
 - **Relevant Coursework:** Numerical Linear Algebra & Optimisation, Operations Research & Mathematical Planning, Statistical Modelling & Analysis, Advanced Calculus & Linear Algebra II, Mathematical Analysis, Probability & Statistics, Algorithms & Data Structures, Computer Systems Principles & Programming
- **High School** Brisbane, Australia
St Peters Lutheran College; OP: 3 *Jan. 2013 – Nov. 2017*
 - **Subjects:** Information Technology Systems (Dux), Mathematics B, Physics, Information Processing Technology, Accounting, English

EXPERIENCE

- **Start-Up China Summer Program** Dalian, P.R. China
Dalian Neusoft University of Information *Jun. 2019 – Jul. 2019*
 - **IT Innovation and Entrepreneurship Program:** Prototyped and developed a software product for the Chinese market, under the Australian Government's New Colombo Plan scholarship grant for students studying in the Asia-Pacific region. This product was a nutrition application for managing daily intakes and scanning & recognising foods using machine learning.
- **Robotics Mentor** Brisbane, Australia
St Peters Lutheran College *May. 2019 – Present*
 - **Mentoring:** Assisting students from Years 5-12 in the extra-curricular Robotics program at the college with programming and building Lego Mindstorms EV3 robots.
- **Information Technology Prefect** Brisbane, Australia
St Peters Lutheran College *Sep. 2016 – Sep. 2017*
 - **Events:** Assisted with the usage of technology in various events. Acted as an informal assistant if any technical difficulties arose during school events.
 - **Student IT Helpdesk:** Assisted students with issues with their computer, such as software installation and email setup.
 - **Computer Club:** Taught some basic computer skills to junior high as well as senior school students such as programming in JavaScript and using Photoshop.

PROJECTS

- **Orange (group project):** A nutrition application for managing daily intakes and scanning & recognising foods using machine learning, developed with Django and Bootstrap.
- **YeetBeat (group project):** A music guessing game, synchronously delivering snippets of audio to multiple users developed with Heroku, Bootstrap and NodeJS.
- **PyFoil:** A Python script that parses and processes airfoil data for use in aerodynamic analysis, using subprocess to interface with an existing command-line application XFOIL.
- **measure-theory:** A website and associated Python script that parses, calculates and provides song chart breakdowns for the popular dance game In the Groove (similar to Dance Dance Revolution).
- **Blackboard Refresh:** A CSS/JavaScript userscript that re-styles and provides enhancements to the existing UQ Blackboard interface.
- **Java 3D Game:** A Java third-person 3D block building game based on JavaFX and implemented using object-oriented programming principles.

OTHER

- **Awards:**
 - **1st Place Newcomers:** UQCS Hackathon 2019, UQ Computing Society
 - **1st Place:** Industry vs Student Showdown 2019, QUT Code Network
- **Languages:** Python, Java, MATLAB, C, JavaScript, SQL, HTML, CSS, L^AT_EX, Lua
- **Technologies:** Git, Bash, Vim, Unix/Linux, Gurobi, PHPMyAdmin, Corona SDK, LÖVE2D, RStudio
- **Applications:** Photoshop, Illustrator, Animate, Dreamweaver, Microsoft Office
- **Software engineering skills:** Object-oriented programming, database design, unit & mutation testing
- **Quantitative skills:** Linear, integer & dynamic programming, calculus, lin. alg., discrete maths, statistics
- **Certifications:** Adobe Certified Associate in Photoshop, Adobe Certified Associate in Animate
- **Extracurriculars:** Member of UQ Computing Society, QUT Code Network & Mathematics Students Society