Matthew Low

✉ m.low@uq.net.au   🏠 mlow.dev   ⌗ github.com/mattchrlw   ☎ (+61) xxx xxx xxx

Education

The University of Queensland (UQ), Undergraduate, GPA 6.25/7.00   *Feb 2018–Nov 2021*
- Bachelors of Mathematics and Science majoring in **Statistics & Computer Science**.

Experience

Software Developer Intern, Atlassian   *Nov 2020–Feb 2021*
- Worked as a full-stack developer on the *Your Work* team, developing cross-platform notifications & activity experiences.
- Worked with Java/Spring Boot-based backend and React & TypeScript on the frontend, with Mockito/WireMock

Casual Research Assistant, School of Information Technology and Electrical Engineering, UQ   *Jul 2020–Present*
- Worked on the *Elpis* project, a tool allowing linguists with minimal computational experience to build their own speech recognition models to automatically transcribe audio.

Software Developer, Department of Environment and Science, Queensland Government   *Nov 2019–Present*
- Worked as a contractor for a number of projects to clients around the department.
- Successfully delivered the *Queensland Herbarium 2019 Census* using a MySQL/MS SQL Server backend, automating the census process for the first time.
- Developed full-stack web applications for the visualisation and processing of water quality data.

Tutor (Teaching Assistant), The University of Queensland   *Feb 2020–Present*
- Delivered solo tutorial-style classes and collaborative workshops to students undertaking coursework in mathematics, statistics and computer science.
- *Semester 2, 2020*: COMP3506 *Algorithms and Data Structures*, STAT1301 *Advanced Analysis of Scientific Data*.
- *Semester 1, 2020*: MATH1050 *Mathematical Foundations*.

Summer Research Scholar, School of Mathematics and Physics, UQ   *Nov 2019–Feb 2020*
- Investigated a variety of numerical optimisation algorithms used in machine learning.
- Performed experiments on the runtime of such algorithms on various datasets in MATLAB.
- Experimented with various novel modifications on traditional algorithms.

Robotics Mentor, St Peters Lutheran College   *May 2019–Nov 2019*
- Assisted students from Years 5–12 with programming & building LEGO Mindstorms EV3 robots.
- Performed general duties during robotics sessions.

Skills

Languages: Python, Java, C++, MATLAB, C, SQL, HTML5, CSS, JavaScript, R, TypeScript, Shell, Julia, LaTeX
Technologies: Git, React, AWS, Docker, Spring Boot, MySQL, SQL Server, PostgreSQL, Node.js, Jenkins, Vagrant, Gurobi

Projects

⌗ **Orange (group project, Start-Up China Program)**: A nutrition application for managing daily intakes and scanning & recognising foods using machine learning, developed with Django and Bootstrap. My focus was on the Bootstrap-based front end of the application.

⌗ **YeetBeat (group project, UQCS Hackathon 2019)**: A music guessing game, delivering snippets of audio to multiple users. Developed with Heroku, Bootstrap and NodeJS. My focus was on the Bootstrap-based front end of the application.

⌗ **Mimicraft**: A 3D Minecraft clone built with JavaFX 3D Graphics libraries.

⌗ **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`.

Eurovision Online: Developed within the space of a few weeks a serverless Firebase-based web application with a React frontend, processing hundreds of votes for a fan-based *Eurovision Song Contest*.

Volunteering

Committee Member, University of Queensland Computing Society   *Sep 2020–Present*
Secretary, University of Queensland Computing Society   *Oct 2019–Sep 2020*
- Organised meetings with fellow members of the committee and took minutes.
- Handled communication over email and social media channels.
- Communicated with companies and secured sponsorships.

President, Mathematics Students Society UQ   *Oct 2020–Present*
Industry Liaison Officer, Mathematics Students Society UQ   *Sep 2019–Oct 2020*
- Helped organise and run a number of society events including *Wine and Cheese* and *Lawn Bowls*.
- Communicated with potential sponsors for the society and secured a record number of sponsorships.
- Designed the majority of the society's materials, including a redesign of our logo and branding.

Awards

2020: **Dean's Commendation for Academic Excellence** (Semester 1 and 2), *The University of Queensland*

2019–2020: **Summer Research Scholarship**, *The University of Queensland*

2019: **New Colombo Plan Grant** for the Start-Up China Program, *The University of Queensland*

2019: **1st Place Newcomers**, UQCS Hackathon 2019, *UQ Computing Society*

2019: **1st Place**, Industry vs Student Showdown 2019 (HackerRank competition), *QUT Code Network*