

# MATTHEW I. CINTRON

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311 Robert Morris Blvd

Allentown, PA 18104

Full Stack Online Portfolio: <https://mattcintron.github.io/>

Main Personal Dev Repos: <https://github.com/micintron> , <https://github.com/mattcintron>

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## EDUCATION

Long Island University, CW Post, Brookville, NY

**M.A. Digital Media Developer** 2013

Thesis: *The Corrupted*, Unity-based FPS Game GPA: 4.0

Rider University, Lawrenceville, New Jersey

**Bachelor of Fine Arts** 2011

Major: **Visual Arts** Minor: **Chinese Studies**

GPA: 3.86 summa cum laude

## HONORS

Graduate Assistantship in Digital Game Design, LIU Post 2011-2013 Outstanding Senior Award, Rider University, 2011

Phi Sigma Tau, Philosophy Honors Society, 2011

## EXPERIENCE:

Maximus /Attain LLC

**Lead AI ML Specialist and Software Engineer**, 2019 –Present

*A few examples of projects I worked on in my 2 years of dev experience at Maximus/Attain:*

- **Project Leader for ODIN- Optical Data Identification Network**  
A multipurpose based service application using AI for reading company specific form information and personal identification materials with OCR computer vision.
- **Tech Lead (ARGOS) Automated Real-time Global Organization Specialist**  
A data extraction application gathering public company data to mapping out a target company's Risk using NLP based classification with attention based transformers.
- **Project Leader for AI-PA (AI ID Photo Authentication)**  
An application with high-powered Computer vision models using targeted training to perform recognition and matching on identification photos with facial authentication.
- **Project Leader for SPHINX – Specialized Personal Handling Inquiry Network X**  
A fully dockerized intents based AI Q/A chat bot that could be set up on its own endpoint and easily retrained in seconds with advanced NLP on new data to fill any service need.

Bristol Myers Squibb, Princeton, NJ

**Data Scientist, Software Engineer and AI dev**, 2014 –2019

*A few examples of projects I worked on in my 5+ years of dev experience at BMS:*

- Designed Software Databases for lab samples
- Designed Data visualization and Processing tools for Mass Spec Data
- Designed Data visualization and Processing tools for NMR data
- Built 3D Graphics tools to better plot Principle Component Analyses PCA Data
- Built Alexa Skills to help scientist's in lab's
- Built full voice interactive in house AI assistant, using basic natural language processing( NLP) to help scientist's record work and ask questions in labs-
- Designed Excel Add-ins to read and process data for Investigative Metabolomics
- Designed Software to help read data for Liquid Chromatography
- Built both the front end and back end for Bioinformatics team website
- Built Online automated Form development tools for Discovery Toxicology
- Built Online Metabolite Number and Projects database 's
- Put together Online database and data analyses work for Early Stage Drug Development

Rowan University, Glassboro, NJ

**Adjunct Professor at Rowan University, Computer Science Department -2015 - 2019**

- Class– [Intro to Game Design and Development](#)

Long Island University, Brookville, NY

**Graduate Assistant for Digital Game Design, Sept. 2011 – June, 2013**

**SKILLS:**      **Software:** JIRA, Terraform, Docker, Visual Studio, Pycharm, React, Amazon Alexa, Amazon AWS(Sagemaker, EC2, ECS, S3), MS Cognitive Services, Conda, Google Cloud, Unity, OCR, Open CV, Jupyter, Google Colab, ... and others.  
**Programming Languages:** C#, C++, Python , Java, Java Script , SQL, html5,  
**Frameworks:** .NET, ASP.NET, Flask, Django, Tensor flow, Keras, Scikit learn, H2O FastAPI. Databricks,

**Government Security Clearance Level: Public Trust – with full BI completed**

**Government Agencies Work Experience: (DHS) Department of Homeland Security**