Matthew A. Cucuzza
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OBJECTIVE: To continue developing my career as a software engineer with a company that highly values user experience and presents challenging projects which help the company grow along with my skills as an engineer.

SKILLS

Proficient using: Angular, AngularJS, TypeScript, JavaScript, Node.JS, C#, Java, HTML, CSS, SCSS, SQL, Git, ASP.NET Core, Agile Development, Photoshop
Experience using: Python, MongoDB, Scala, Express, MeteorJS

WORK EXPERIENCE

Fusion: **Woodbridge, NJ**
Software Engineer   *July 2017 - Present*
  • Responsible for developing full stack web applications used by Department of Corrections' staff at county, state, and federal jails and prisons.

Quinnipiac University School of Engineering: **Hamden, CT**
Internship   *September 2016 – April 2017*
  • Started the study of a Festo robotic factory arm at Quinnipiac; wrote groundwork documentation instructing how the machine operates and provided base code for operating the machine.
  • Programmed simulations using Festo Didactic Robotics software to make the arm perform various sorting methods.

Grecian Pools International: **Staten Island, NY**
Field Technician   *March 2015 – August 2016*
  • Performed pool openings, cleanings and equipment repairs on a weekly basis.

Sales Associate   *May 2013 – March 2015*
  • Sold merchandise in store to customers; organized inventory and handled weekly deliveries.

EDUCATION

Quinnipiac University   **Hamden, CT**
Bachelor of Science in Engineering in Software Engineering   Graduated: May 2017
Minor in Mathematics

Relevant Coursework: Database Systems, Software Project Management, Data Structure & Abstraction, Algorithm Design & Analysis, Software Design & Architecture, Software Requirements Analysis, Cryptography, Software Quality Testing, Human-Computer Interaction

PROJECTS

Workflow Management System   *September 2016 – May 2017*
  A web-based versatile workflow engine where the backend processes states and tasks using a deterministic finite automata developed using Meteor's JavaScript Framework.

QU Software Engineering Website   *March 2016*
  A proof of concept website which informs potential Quinnipiac students what the software engineering program is like at Quinnipiac University.

Archer Faceoff   *September 2014 – December 2014*
  A Java based game allowing two users to fight against one another using bows and arrows. This game was enhanced using a scrum cycle. Personally served as scrum master making sure that all tasks were updated in the work plan, and code was committed to Git before the deadline.

AFFILIATIONS

Quinnipiac University Engineering Student Organization, Vice President   *May 2016 – April 2017*
Quinnipiac University Engineering Student Organization, Treasurer   *September 2015 – May 2016*
Pi Kappa Phi Fraternity, Senior Recruitment Advisor   *May 2016 – September 2016*
Pi Kappa Phi Fraternity, Social Media Chairman   *May 2014 – May 2016*
Pi Kappa Phi Fraternity, Member Education Chairman   *January 2015 – December 2015*
Quinnipiac Computing Club, General Member   *January 2015 – April 2017*