MD

Matthew Doran

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Experience

Software Engineer at Social Finance (SoFi) — June 2017 – curr

Working with the Servicing Team developing the platform to service personal loans. Responsible for creating new functionality, improving maintainability, and fixing bugs. Enhanced the application through utilizing languages such as AngularJS, Java, Kotlin, and Python. Built on top of Play, Spring, and Hibernate.

Soccer coach for Rocky Mountain FC and Blitz FC — 2014 - 2017

Mentored both girls and boys between the ages of 12-17 throughout Montana, increasing their athletic and personal talents. Currently creator and manager of RMFC's website.

Data management for CostCare health clinic — Spring 2014

Handled patient records and organized the process of data entry. Shared responsibilities for ensuring records were accessible for doctors and nurses.

Education

Montana State University   GPA: 3.71

Bachelor of Arts in Computer Science, Minor in Small Business and Entrepreneurship — 2014 – Spring 2018

Awarded the MUS Honors Scholarship, providing a tuition waiver for academic achievements in high school and standardized test scores.

Awarded the Ressmeyer Scholarship, for demonstrating an interest in mobile application development and future entrepreneurial and app development interests.

Awarded the Sonderegger Scholarship, for expressing interest in tutoring lower division CS students, assisting in the lab for two hours each week.

Nominated and selected for the position of Engineering Ambassador, representing the Gianforte School of Computing to excite and educate prospective students looking into engineering at MSU.

Treasurer for the Association of Computing Machinery, communicating with different bodies for funding.

Skills

Leadership

Resident of the Leadership Floor at Montana State University.	2015
Captain for the Big Sky High School varsity soccer program.	2014
Mentored gifted students ages 13 and older through a workshop at the University of Montana.	2014

Programming

Designed and privately published a resource application on smartphones for Big Sky High School.	2014
Designed and published an iOS game using XCode and SpriteKit on Apple's App Store.	2016
Member of the 1st place team at the local ACM Programming Competition. Placed 22nd at regional contest.	2017

Proficient Languages: Java, Python, Swift   Other Languages: JavaScript, AngularJS, C++, C, LaTeX

Platforms: macOS, Windows   Programs: Xcode, IntelliJ IDEA/Datagrip, Eclipse, Apple Motion