Matteo Dall'Olmo

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EDUCATION

Washington University in St. Louis, McKelvey School of Engineering   **St. Louis, MO**
Bachelor of Science – Computer Science, Second Major in Italian   *May 2026*
+ Cumulative GPA: 3.85/4.0 | Engineering GPA: 4.0/4.0 | Dean's List all semesters
+ Coursework: Intro to AI, Matrix Algebra, Object Oriented Programming, Data Structures & Algorithms, Computer Security
+ Proficient in Java, Python, C++, C#, Swift, Typescript, Javascript, CSS, and HTML

Harvard-Westlake School   **Los Angeles, CA**
+ Weighted GPA: 4.4/5.00 | SAT: 1580/1600   *May 2022*
+ Honors: Cum Laude Society Inductee, Dean's List for 4 years

WORK EXPERIENCE

McKelvey School of Engineering   **St. Louis, MO**
Teaching Assistant – Object Oriented Programming   *January 2024 – Present*
+ Led weekly office hours for over 160 students, assisted with coursework in C++ as well as answered questions about lecture topics online on public forum Piazza
+ Responsible for grading labs and exams while also attending weekly TA meetings to foster a strong learning environment

Boondoggle AI   **St. Louis, MO**
Software Engineering Intern   *June 2024 – August 2024*
+ Tech Stack: React, OpenAI, LangChain, Supabase, Pinecone
+ Integrated over a dozen APIs in JavaScript to support client requests and created workflow chains to handle user data, generate insights with LLMs and support natural-language querying of vector databases
+ Designed a spam filter comparing embeddings of user emails to a Pinecone database, refactored backend functions to minimize database & API calls and implemented an interactive UI component, decreasing longest loading time by 50%
+ Contributed to full-stack development within an Agile framework, participated in daily standups and bi-weekly sprint planning to ensure collaborative progress

Sport Dojo   **St. Louis, MO**
iOS Development Intern   *December 2023 – May 2024*
+ Developed an app in SwiftUI for youth soccer coaches to administer their teams, providing squad management and analytics as well as a learning module with video courses and manuals for developing coaches
+ Added sign in functionality connected to a Firebase database that supports Google and email/password authentication, and implemented EventKit to integrate each coach's calendar with the team's practice and game schedule

OpenX   **Los Angeles, CA**
Software Engineering Intern   *May 2022 – August 2022*
+ Created a graph-style data visualization model in Typescript, HTML, and CSS that showcased weight and frequency of transactions between buyers, publishers, demand-side and supply-side platforms
+ Participated in daily standup and weekly presentations to technical leads, using Jira, Confluence, and GitHub to track tickets, maintain stylistic standards, and keep up robust documentation of the project

PROJECTS

AI Technical Interview Simulator (in progress) – Landing Page | JavaScript, React, Pinecone, Supabase, OpenAI
Software Developer
+ Implemented Pinecone vector database to store embeddings of ~2000 common DSA questions and support querying of optimal problems based on the user's experience, the job description, and the specific company
+ Designed adjustable front-end UI supporting an in-site code compiler and a live text conversation with the interviewer
+ Utilized OpenAI's completion API and engineered customized context and prompts, mimicking a natural technical interview where the candidate and interviewer engage in constant dialogue to arrive at a solution
+ Developed customized interview reports & scores based on user data, the interview transcript, and code iterations. Graded on code correctness, space and time complexity, engagement with the interviewer, and clarity of candidate's thoughts
+ Currently in development: voice based interview allowing a back-and-forth conversation, non-technical interview support, support for SWE-adjacent positions (Product Manager, Tech Consulting, etc)

Water Polo Statistics App – GitHub Link | SwiftUI, Firebase, Xcode
Software Developer
+ Designed an interface to record key metrics of shots and saves from opposing SoCal teams using SwiftUI, provided analytics of the shots and supported individual player and whole-team queries of shot/save data
+ Stored and read data using Firebase Firestore, and created admin and player accounts using Firebase Authentication
+ Published on the app store so teammates could review opponents' tendencies and find insights into their own playstyles
+ Wrote a tech spec and class structure diagram before beginning work on the project and used GitHub throughout the project to track issues and manage the project board

PERSONAL NOTES

Activities: WashU Water Polo Captain, College Radio Show Host, Climbing Club, and Gardening Club
Interests: Jazz guitar, Italian language, house plants, ceramics, and Catan