Matteo Sandrin

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EDUCATION

Columbia University, New York City, NY — Graduating May 2021
B.S. in Computer Science
Cumulative GPA: 3.95
Relevant Coursework: Data Structures, Advanced Programming (C, C++), Linear Algebra, Discrete Math

EXPERIENCE

Smartcar, Mountain View, CA — May 2019 – Aug 2019
Software Engineering Intern
- Implemented remote locking and location tracking for Chrysler and Hyundai vehicles, connecting 4.3 million new cars to Smartcar's Node.js platform
- Took ownership of Android reverse-engineering process, cutting by 50% the time to integrate new car brands
- Spearheaded the overhaul of Volkswagen integration to support the use of new proprietary APIs, which improved reliability to 93% and delivered a key point in the deal with car-sharing startup Turo

NYU Student Technology, New York City, NY — May 2018 – Aug 2018
Software Engineering Intern
- Developed AskIT support chatbot, used daily by ~5k students on the NYU student portal
- Automated the resolution of ~30% of daily incoming support tickets, reducing the load on support staff
- Designed a custom NLP engine in Python to query ElasticSearch backend through natural language questions

CSW Robotics Team, Weston, MA — Jan 2016 – Apr 2016
Team Captain
- Led a team of five through a four-month build season, producing all Java control code for an FRC robot
- CAD-Designed and 3D-printed a rig capable of accurately shooting a soccer ball 45ft away at 27mph
- Implemented an infrared targeting system in Python with a Raspberry Pi and a Kinect sensor

Languages: Python (expert), Javascript (intermediate), Objective-C (intermediate), Java (novice), C++ (novice)
Technologies: Node.js, Django, Flask, iOS, MongoDB, MySQL, AWS, Git

SELECTED PROJECTS

Holodesk, Finalist @ PennApps XVIII — Sep 2018
- Implemented a holographic card-based UI for the desktop through a projector (top 10 finalist)
- Leveraged Python and the OpenCV library to render each window separately within ~200ms of latency

ARTranslator, Winner @ HackNYU — Mar 2018
- Built an iPhone app capable of translating in realtime in AR (first place in Education Tech track)
- Utilized a neural network and CoreML API to recognize visually over 1000 different objects

"The Cambridge School of Weston" iPhone App — Nov 2015 – Feb 2016
- Developed and published an iPhone learning management app, adopted by 90% of school (400+ students)
- Reverse-engineered the school's API to serve as data feed to the app's Django backend