

Matt Young

Ascot Grove, Royal Ascot, Cape Town

☎ (+27) 074-580-0580 | ✉ mattyoung305@gmail.com | 📱 mattgoespro

Summary

Young, self-driven go-getter looking to make a difference in the software industry. Eager to use my strengths to the best of my ability, and be an invaluable asset to a team. I consider my grit and determination some of my strongest qualities.

Skills

Web	Angular 10 (2 years), Javascript/Typescript (2 years), Node.js, HTML5, CSS
Programming	Java (2 years), Python, MSSQL, PostgreSQL (2 years), C#
Programs and API	Springboot, WebMVC, Kafka, Docker, Jenkins, NPM
Other	AWS (EC2, EMR), Gradle, Git, P4V
Knowledge	Data Structures, Algorithms, Design Patterns, Agile Development, Advanced Software Engineering, Networking, Distributed and High Performance Computing

Experience

ACI Worldwide

Cape Town, South Africa

ASSOCIATE SOFTWARE ENGINEER - TERMINAL MANAGEMENT SYSTEM (TMS)

Jun. 2019 - Present

- Picked to develop a state-of-the-art Terminal Management System SPA in Angular TS and RESTful microservices using Springboot
- Back-end architecture was developed following strict Domain Driven Design principles
- Responsible for developing a robust, end-to-end, scalable solution for rolling out configuration to terminals
- Learning cutting-edge web development stacks at the drop of a hat
- Became a reliable team member to break our own products in imaginative ways

ACI Worldwide

Cape Town, South Africa

ASSOCIATE SOFTWARE ENGINEER - PAX PED DEVELOPMENT

Feb. 2019 - Jun. 2019

- Developed device driver functionality for PAX's Pin Entry Devices (PEDs) to be used in Europe
- Stood in as Scrum Master for our agile team
- Ran team's Scrum ceremonies in creative and engaging ways
- Collaborated across multiple teams in the organization to produce software of high quality

University of Cape Town

Cape Town, South Africa

TUTOR

Jan. 2016 - Nov. 2017

- Ran 2-3 hour long tutoring sessions every week
- Invigilated and marked tests and programming practicals
- Developed strong interpersonal, communication, and people skills
- Reinforced understanding of core Computer Science concepts

Private

Knysna, South Africa

TUTOR

Jun. 2016 - Jul. 2016

- Involved one-on-one tutoring of students in high school Mathematics (Cambridge and IEB) over the June/July holidays of 2016

Honors & Awards

UNIVERSITY OF CAPE TOWN

2016 **Top 5% Achiever**, Computer Science (CSC1016S), University of Cape Town
2016/2017 **Deans Merit list**, University of Cape Town

Education

University transcripts available upon request.

B.Sc (Hons) in Computer Science

Feb. 2018 - Jul. 2019

UNIVERSITY OF CAPE TOWN

- Compiler Theory
- High Performance Computing
- Human-Computer Interaction
- Intelligent Systems (AI)
- Big Data Analysis
- Functional Programming

B.Sc in Computer Science and Computer Game Development

Feb. 2015 - Nov. 2017

UNIVERSITY OF CAPE TOWN

- In-depth knowledge of Object-Oriented Programming principles
- Background in Computer Science theory, including Machine Learning and AI, Theory of Algorithms, Theory of Computation, Parallel/Concurrent Programming and Advanced Software Engineering
- Experience in Business Intelligence, Statistics and Probability Theory
- Theoretical understanding of advanced Computer Graphics techniques

Projects

SANCTUM

University of Cape Town

DEVELOPER

Jul. 2018

- Developed a Twitter data mining web-application that was benchmarked on a cluster
- Implemented scalable indexing and searching algorithms for data in the order of tens of terabytes of data in a cluster environment using AWS's Elastic Map-reduce clusters
- Data analysis was performed using Associative Rule mining to discover emergent patterns, and data visualizations were produced using a web application to display these patterns in a user-friendly way

Streaming

Home

DEVELOPER

Present

- Streaming/broadcasting programming projects on Amazon's Twitch streaming platform
- Emphasis is placed on teaching those who are interested in getting started in Game Development