MATTHEW CACERES

914 356 2526 ⋄ matthewcaceres10@gmail.com

matthewcaceres.github.io

github.com/matthewcaceres

EDUCATION

Bachelor of Science in Computer Science   August 2017 - December 2020

College of Engineering and Applied Sciences

Stony Brook University, GPA: 3.69

- · University Scholar
- · Dean's List (6 semesters)
- · Stony Brook Computing Society Member

TECHNICAL SKILLS

Languages	Java, Python, C, Javascript, Ocaml
Database	MySQL
Frontend	React, Redux, Bootstrap, Materialize
Tools/Framework	Spring Boot, JavaFX, Cucumber
General	Data Structures/Algorithms, Finite Mathematics, Object Oriented Programming
Other	Git/Bitbucket, Firebase, Linux, Windows

WORK EXPERIENCE

Summer Technology Analyst - Software Development   July 2020 - Current

Citi   New York, NY

- · Created a dashboard based off the analysis of stocks. Used Python and Jupyter to analyze stocks and markets.
- · Working with AWS, Bitbucket, and Python frameworks.

Software Engineering Intern   June 2019 - August 2019

Resideo   Melville, NY

- · Created an automated testing tool using Cucumber and MQTT for testers and developers. Testers could work with products in an easier and more verbose language, such as Cucumber.
- · Used Linux for developing the tool in Java. Tool used to test the GUI's event handling.
- · Worked in a scrum environment and presented my work to project managers

Undergraduate Teacher Assistant

Programming abstractions   August 2019 - Decmber 2019

- · Teach programming language concepts and paradigms, such as functional programming using Ocaml, through recitations and office hours.

Introduction to Object-Oriented Programming   February 2019 - May 2019

- · Teach OOP to students entering the major for the first time through office hours and review sessions.
- · Helped proctor exams and assist students with homework, projects and exam preparation.

PROJECTS

Gerrymandering Tool   February 2020 - May 2020

Capstone project

- Application to find gerrymandering of voting precincts in states.
- Display voting patterns and demographics as well as boundaries in a map. Ability to edit boundaries and fix data errors or boundary errors.
- Utilized React, Spring Boot, Python (data processing), and Leaflet (map API)

The Shield Hero   April 2020 - May 2020
School Project

- Color memorization game using Typescript and Phaser 2D game framework.
- Player blocks projectiles corresponding to colors to complete a level. Difficulty increases through new mechanics when unlocking levels.

Wireframer App   October 2019 - December 2019
School Project

- React-redux application where a user can create a basic wireframe.
- Utilizes Firebase to store user wireframes. Wireframes can be viewed by routing to the wireframe as long as the user is authorized to view it.
- Materialize for frond-end user focused design, as well as Materialize-react for specific componenets.

Tabnabbing Fighter Extension   October 2019 - December 2019
School Project

- Chrome extension written in javascript that detects malicious sites, particularly tabnabbing attacks. A user could then report the site to a central server, where any other visitor of the site with the extension will be alerted.
- Utilizes Bootstrap for frontend design, and Firebase to store site info. Also uses Chrome API to implement the functionality and use local storage to whitelist sites.