

MATT MADDEN

SOFTWARE DEVELOPER

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<https://github.com/matthewkayin>

Profile

I am an upcoming Computer Science graduate with a passion for creativity and problem solving, and experience applying an extensive education in software engineering to real projects across a variety of technologies.

Skills

Programmer with experience in **C++**, **Python**, **Java**, **C#**, **HTML**, **CSS**, and **Javascript**.

Proficient with **Git** and **Linux**.

Versed in **QA testing** and **Agile (Scrum)**

Strong communicator skilled in **writing** and **public speaking**.

Projects

Critter Contagion

A game made in **Python** for the Winter 2020 ICT Game Jam. Provided first-hand experience with **software engineering** and the way projects evolve over their life cycle.

Raycasting

Technical demo of a raycasting game made in **Java**. Applies **linear algebra** to a 2D game environment in order to render it in a way that appears 3D.

Yet Another Chess AI

A chess game written in **Python** against an **artificial intelligence** I wrote. Created as a self-imposed challenge to see if I could write such an AI without Googling any AI theory.

Education

Computer Science BS

Minor in Mathematics

Wichita State University

2016 - 2020 | **GPA - 3.55**

Experience

NetApp

QA Tester

May 2019 - Present

Performs **QA testing** to ensure NetApp products are working as expected. **Identifies faults** in software and submits and tracks tickets through **JIRA** to ensure defects are resolved by the development team. Troubleshoots faulty equipment and returns it to an optimal state.

Student Government Association

Vice President

Feb 2019 - Apr 2019

Chief of Operations

Apr 2018 - Feb 2019

Maintained an operational knowledge of **parliamentary procedure** and the Student Government's laws. Ensured the **organization** of the Association and its cabinet's daily activities. **Established policies and programs** aimed at educating and mobilizing student Senators to write legislation.

NIAR

VR Programmer

Feb 2018 - Apr 2018

Developed solutions for **virtual reality** environments (**Unity** and **C#**) based on supervisor specifications. Took initiative in **organizing** a small team of three **developers** in working on these solutions. Identified and **removed defects** from an existing **Android** application based on crash reports.

YMCA

Lifeguard

May 2015 - Feb 2018

Maintained **constant supervision and safety** of a pool environment. **Coordinated guard rotations** when a rotation pattern was not already clear. Provided **customer service** to pool patrons.