#### CONTACT

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- github.com/matthewmurno
- Scarsdale, NY

### **EDUCATION**

BOSTON COLLEGE - MAY 2024
BA, COMPUTER SCIENCE
MINOR, STUDIO ART

### **RELEVANT COURSE WORK**

Software Engineering
Web Application Development
Data Visualization
Creative Web Design
Computer Graphics
Computer Systems
Graphic Design

### SKILLS

- JavaScript, React JS
- HTML / CSS
- Firebase
- Python
- Adobe Creative Cloud Apps
- Microsoft Office Suite
- Django

### LEADERSHIP EXPERIENCE

### **Data Visualization Teachers Assistant**

August 2023 – December 2023

- Taught students the basics of building a webpage to store their visualizations
- Exercised knowledge of JavaScript and d3.js to aid students in building interactive data visualizations

### **Computer Systems Teachers Assistant**

January 2023 - May 2023

- Taught students the basics of C code
- Utilized knowledge of C to troubleshoot errors in the student's code

# **Matthew Murno**

# Software Engineer

## Objective

A recent May 2024 graduate seeking a Software Engineering position where I can utilize my skills, leverage my experience and add value to a team

## **Projects**

## EAGLEPLAN SOFTWARE ENGINEER

January 2024 – May 2024

- Designed an application that would allow a student to create a 4-year plan
- Utilized Django frameworks to copy information from an API into a specific student model
- Developed a method to validate courses within the plan based on the requirements for the computer science major at Boston College
- Built a function to make a list of courses that are planned for future semesters with aggregate information

### **WORK EXPERIENCE**

# BOSTON COLLEGE CENTER FOR CORPORATE CITIZENSHIP GRAPHIC DESIGNER

June 2023 – August 2023

- Created graphics for the company's LinkedIn page using Adobe Illustrator
- Designed covers and multiple page spreads for six magazines with Adobe InDesign
- Animated multiple social media graphics using Adobe AfterEffects

# **DATAANNOTATION** AI TRAINER/CONSULANT (CONTRACT) May 2025 - Present

- Worked with Raven Beetle and Sonnet 4 to train Beetle in programming
- Created codebases using JavaScript, Python and Docker to challenge these AI models
- Utilizing programming knowledge to find mistakes within the Al's responses
- Rewrote the code that the AI produced to build an ideal rewrite of the codebase
- Compiled a list of criteria to grade the AI responses against each other