Matthew Intriago

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TECHNICAL SKILLS

Technologies and Tools: Linux , VS Code, Git, Docker, Kuburnetes, RTI DDS, Bitbucket, Gitlab, Jira, Confluence

Programming Languages and Libraries: Python, C++, C, HTML, CSS, JavaScript, React, PostgreSQL

Languages: English and Spanish

EXPERIENCE

Leidos - *Orlando, FL*   *Oct. 2024 – Present*
Software Developer
- Contracted as a Software Engineer for Cole Engineering Services Inc. working on developing and maintaining software for the CyberTRIDENT program.

Heka LLC - *Melbourne, FL*   *Nov. 2021 – Aug.2024*
Sofware Engineer
- Contracted to develop Python and C++ applications within a containerized environment for Wabtec Corporation and Maritime Tactical Systems, Inc.
- Conducted thorough testing and validation of integrated systems to ensure reliability and performance against defined requirements.
- Created and maintained comprehensive documentation for the team, including detailed onboarding instructions, test case procedures, installation guides, and application READMEs.
- Performed ongoing maintenance, support, and enhancements for existing systems and platforms, which included troubleshooting and debugging reported issues.
- Collaborated with inter-disciplined engineers in an agile environment and participated in daily scrums.

Leonardo DRS - *Melbourne, FL*   *Dec. 2020 – Jun. 2020*
Associate Software Engineering Technician
- Developed C/C++ code in a Linux environment in support of active projects.
- Developed unit tests and integrated them into a Jenkins pipeline.

Software Engineering Intern   *May. 2019 – Dec. 2020*
- Developed and implemented an automated C tool for extracting PCR security values from Leonardo DRS MFoCS tablets, utilizing an Arduino board as a keyboard injector for automated testing and validation.

Florida Institute of Technology - *Melbourne, FL*   *Sep. 2017 – Jun. 2019*
Technical Support Analyst
- Applied knowledge of computer software and hardware skills to incoming calls and appointments from students, faculty, and staff across campus.
- Diagnosed and repaired computers across campus, helping to eliminate technical difficulties and inefficiencies for students, faculty, staff, and classroom technology.

PROJECTS

Debris in Space Autonomous Removal Mechanism   *Aug. 2020 – May. 2021*
- Acted as a Control Systems Engineer working in developing a single-use, autonomous, and universal space debris grappling device that uses capacitor discharge stud welding as its method of attachment.

EDUCATION

Bachelor of Science: Computer Science   *Aug. 2017 – May. 2021*
Florida Institute of Technology, Melbourne, FL
GPA: 3.31