

MATTHEW WRIGHT

2B Systems Design Engineering

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📞 289-208-3683

SKILLS

Languages: Python, Java, C/C++, SQL
HTML/CSS, JavaScript (Node.js, React)

Tools: Amazon Web Services, MySQL
MongoDB, Linux/Bash/Git, Eclipse
Postman, Swagger, SOAPUI

Design: User-Centered Design, Iterative
Design, Rapid Prototyping, User Personas

EDUCATION

University of Waterloo, 2016-present

*Candidate for Bachelor of Applied Science
in Systems Design Engineering*

Relevant Courses:

- Data Structures and Algorithms
- Human Factors in Design
- Digital Systems

AWARDS

Arthur F. Church Award

\$10,000 scholarship for outstanding
contribution to the community

President's Scholarship of Distinction

\$5,000 scholarship awarded to students
with a +95% high school average.

Marpeck Leadership Award

\$810 scholarship for engineers with an
aptitude for leadership

INTERESTS

AI/Machine Learning, NBA, Ping Pong
Weightlifting, Pool, Sailing, Dance

EXPERIENCE

Data Engineer, EllisDon, Mississauga, ON

May 2017 – Aug 2017

- Developed pipeline for migrating data from third party APIs into cloud-based data lake and data warehouse using Python, AWS, and MySQL
- Deployed ETL processes using AWS EC2, Lambda, S3, and RDS
- Harnessed machine learning to create application to predict employ turnover
- Designed RESTful API for new microservice based architecture
- Collaborated with interdisciplinary team in an Agile development environment

Software Engineer, Dematic Limited, Mississauga, ON

Jan 2017 – April 2017; Sept 2017 – Dec 2017

- Designed, programmed, and commissioned state of the art materials handling systems used by Fortune 500 clients
- Drafted electrical wiring schematics using AutoCAD electrical
- Developed low-level real-time operating system PLC programs
- Led controls team for two \$100,000+ projects, completing both projects on schedule and on budget

Lifeguard and Swim Instructor, City of Burlington, Burlington, ON

Cabin Leader/Lifeguard/Sailing Instructor, Camp Mini-Yo-We, Port Sydney, ON

Web Master, Forest View Church, Oakville, ON

PROJECTS

Linear Regression Expectation, Python, sklearn

- Developed a machine learning algorithm to predict baseball teams' winning percentage
- Performed 6% more accurately than traditional Pythagorean expectation

The To Do List, JavaScript

- Built 'To Do list' application using MERN (MongoDB, Express.js, React/Redux, Node.js) stack

Voting Machine, Java

- Utilized graphical user interfaces to replicate an electronic voting machine
- Implemented data protection using MD5 and data encryption standard

Laser Tripwire Security System, Arduino C

- Applied the finite state machine programming pattern to build a laser triggered security system powered by an Arduino Uno
- Employed hardware interrupts to optimize the speed of the alarm response

Wikipedia WebCrawler, Python

- Used BeautifulSoup library and a breadth first search algorithm to find the fastest path using links between two Wikipedia pages

Knitting Pattern Creator, Processing

- Object-oriented program that provides a tool for creating knitting patterns ...see more at github.com/mattjgw