

# Matthew Lack

mateo.lack@gmail.com • (289) 707-4870 • LinkedIn: matthewlack • GitHub: mattlack15

## SKILLS

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**Languages:** Kotlin, Java, Python, Javascript, TypeScript, C++, C, GoLang.

**Tools:** Git/GitHub, Maven, Gradle, IntelliJ IDEA, VS Code, Trello, Latex, Figma, MongoDB, Postgresql, MySQL, Redis.

**Knowledge:** Concurrent Programming, Android Development, Jetpack Compose, 3D Rendering, Kotlinx, DL4J, Game Design, Algorithms, Data Structures, Software Design Patterns, Clean Architecture, Agile Methodologies.

## EDUCATION

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**University of Toronto**

Expected May 2027

Bachelor of Science in **Computer Science** (Major) and **Mathematics** (Major) | GPA: 3.7

*Relevant Coursework: Advanced Algorithms, Machine Learning, Data Structures, Software Design, Operating Systems, Databases, Computer Architecture, Complex Variables, Probability & Statistics, Systems Programming.*

## EXPERIENCE

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**Lyft Inc.**

May 2025 – Aug 2025 | Toronto, ON

*Software Engineer Intern - Incoming Summer 2025.*

**MidnightSky** 

2021 – 2024

*Founder, Lead Developer*

- Launched a high-traffic Minecraft server with **400+** concurrent players, **10,000+** unique users, and **\$250K+** in gross revenue, built on a distributed backend system in **Kotlin, Java, MongoDB**, and **Docker**.
- Maintained **99.9% uptime** by orchestrating a network of **50+** game servers, configuring **UFW** and iptables for **firewall security**, and automating container management with **Docker** on **Ubuntu**.
- Led a cross-functional team of **6** developers, designers, and marketers to execute targeted marketing strategies every **2 months**, consistently driving a **10%** increase in new player acquisition and **\$20,000** in additional revenue per cycle.

**Qoherent.AI** 

Sep 2024 – Dec 2024 | Toronto, ON

*Course Partner*

- Deployed **RESTful APIs** using **FastAPI**, **Python**, and **Go**, reducing data retrieval latency by **40%** and enabling seamless metadata exchange between radio intelligence models.
- Developed reusable and scalable **UI** components with **Vue.js**, **HTML**, **CSS**, and **JavaScript** to enable real-time model tracking and visualization for machine learning engineers, accelerating model deployment time by **90%**.
- Integrated **Gitea** for distributed version control, optimizing code collaboration and reducing merge conflicts.
- Implemented **CI/CD** pipelines on **GitHub Actions**, automating testing, containerization, and deployment workflows, which cut release cycles by 50% and improved system reliability.

## PROJECTS

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**SeaScript** 

Aug 2024

- Created SeaScript, a gamified learning platform that won **Best Use of MATLAB** at Hack the 6ix, out of **250+** attendees.
- Built a scalable backend with **MATLAB** and **Python** and optimized **MongoDB** for efficient data storage and retrieval.

**Wordle Android App** 

- Created an Android Wordle App using **Jetpack Compose** for the UI, and **Retrofit** for sending requests to a standalone API I built for it in Kotlin using **Ktor**.
- App allows you to pick from any wordle that has ever been released by NY Times.

**Marching Squares Implementation** 

Oct 2022

- Built an efficient 2D Function Contour renderer using the **Marching Squares** algorithm in Kotlin.