Matthew Neary

Résumé

☎ *+1-614-440-8217*
✉ *neary@college.harvard.edu*

Education

- Member of the class of 2018 at Harvard College studying computer science.
- Student of courses in mathematical analysis, set theory, and model theory at The Ohio State University.
- Graduate of Bishop Watterson High School; Valedictorian.

Competitions

- Won the Harvard Hackfest with a project which intelligently monitors the health of a user's text-message relationships and helps him maintain healthy contact.

Work Experience and Positions

June 2015 – Present — **Kensho**, *Software Engineer*, http://kensho.com.
Worked on a team of engineers across the company's whole stack.

Mar 2014 – Oct 2014 — **Kenexis**, *Software Engineer*, http://www.kenexis.com.
Rewrote core algorithms for assessment of chemical risks. Developed 3d modeling technology for the web. Rethought the core software offering to multiply its expected revenue.

Sept 2013 – Dec 2014 — **Capitol Directories**, *Software Engineer*.
Developed an entire platform and ancillary mobile apps allowing trade organizations to contact their members. Allowed a print company to transition their focus to a software platform.

Sept 2011 – Present — **Lambda Labs Ltd.**, *Director and Developer*.
Built powerful and useful software for consumers and clients. Made open source tools to help developers write better code and better technical documents. Developed and grew new programming languages designed to solve certain problems.

Other Projects

Oct 2013 – Aug 2014 — **BHStudent**, *Software Engineer*.
Built a suite of iPad apps for use by schools across multiple partner school districts. Built easier to use and more robust software for use in schools across the nation.

Jun 2013 – Sept 2013 — **Tarpits & Abstraction**, *Author*.
Wrote a book discussing computer science from first principles. Illustrated common programming language paradigms through their implementation in the lambda calculus.

Jan 2013 – May 2013 — **Bonds.io**, *Software Engineer*.
Built software to aid in the learning of chemistry. Designed algorithms to simulate and render the bonding of arbitrary molecules.

Oct 2010 – Jan 2012 — **OmniGa.me**, *Director and Developer*.
Built and managed a gaming website catering to school students. Grew the site to at one point average 10K pageviews per day.