Matthew Neary

Résumé

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Education

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

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.

Aug 2014 – Present
PracticeGigs, *Cofounder, Chief Technical Officer*, http://practicegigs.com.
Led development of a mobile app which connects a network of users. Made technical decisions and directed the product while managing a team of developers.

Sept 2014 – Mar 2015
Project Slide, *Software Engineer*.
Designed and developed the protocol and tools necessary to decentralize data and place all of a person's personal information in his pocket, to be transmitted securely.

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.

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.