

# 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.
- Freshman at Harvard College studying computer science.

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## Competitions

- Won the Harvard Haskfest Hackathon with a project aiming to intelligently monitor the health of its users' relationships and help them in maintaining healthy contact.

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## Work Experience and Positions

- Sept 2014 – **Slide Identity Inc.**, *Cofounder*.  
Present Developed software across the full stack in an environment demanding rapid execution. Contributed heavily to company direction and strategy.
- March 2014 **Kenexis**, *Software Engineer*, <http://www.kenexis.com>.  
– October 2014 Rewrote core algorithms for assessment of chemical risks. Developed 3d viewing technology and algorithms for algebra on geometries. Rethought the core software offering to multiply its expected revenue.
- June 2014 – **Practice Gigs**, *Chief Technical Officer*.  
January 2015 Helped a startup to make strategic technology choices and designed then led development of product, managing a team of developers.
- Sept 2013 – **Capitol Directories**, *Software Engineer*.  
December 2014 Developed an entire platform and ancillary mobile apps for trade organizations to reach and coordinate their members. Allowed a print company to transition their focus to a software platform.
- Sept 2011 – **Lambda Labs Ltd.**, *Director and Developer*.  
Present 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.

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## Other Projects

- October 2013 **BHStudent**, *Software Engineer*.  
2013 – 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.
- August 2014 **Bonds.io**, *Software Engineer*.  
January 2013 – Built software to aid in the learning of chemistry. Designed algorithms to simulate and render the bonding of arbitrary molecules.