# Matt Goldberg

matt.q.goldberg@gmail.com | LinkedIn | mattgoldberg.dev

## EDUCATION

University of California, San Diego — Expected June 2026
B.S. Computer Engineering — 3.7 GPA

- Warren College Student Council, Judicial Board Chair
- Institute of Electrical and Electronics Engineers, Quarterly Project Contributor

## WORK EXPERIENCE

Release Engineer Intern, Cubic Transportation Systems — June 2024 - October 2025

- Maintained Jenkins build pipelines, integrating code coverage reports with SonarQube.
- Automated sprint metric reports, showcasing team success via Python data visualizations.
- Performed data analysis on configuration between environments to identify cases of drift.
- Created documentation for legacy projects through Confluence pages and training videos.

Computer Support Technician, UC San Diego ITS — February 2024 - June 2024

- Maintained and serviced over 3000 computers for student and faculty use.
- Diagnosed and/or repaired hardware and software issues, restoring functionality for devices.
- Installed operating systems, drivers, and security patches to improve system reliability.

## PROJECTS

Domino Tile Image Classifier

- Designed and trained a multi-layer CNN (BatchNorm, dropout, global average pooling) using the pytorch library, achieving over 99% accuracy on the test set.
- Created a custom dataset with 3000+ images of domino tiles in different conditions for training.

Developer Journal Website

- Led team of 10 students through agile sprint planning and retrospective meetings.
- Built a GitHub CI/CD pipeline incorporating Puppeteer-based end-to-end UI tests.
- Implemented Progressive Web App functionality, enabling offline use and reducing latency.
- Automated code formatting and documentation generation with JSDoc using Github Actions.

## RELEVANT COURSEWORK

CSE 141, Computer Architecture

- Studied system performance, instruction set architectures, pipelining, branch prediction, memory hierarchy design, and introductory multiprocessor architecture concepts.

CSE 100, Data Structures and Algorithms

- Implemented and analyzed data structures such as trees, graphs, priority queues, and hash tables.
- Explored algorithmic complexity, recursion, and memory management using C++ and the STL.

CSE 167, Computer Graphics

- Created a 3d scene renderer using C++ and OpenGL with camera and lighting movement.
- Experimented with fragment shaders and GLSL to create unique visualizations.