Software
Engineer

Matthew Vaughn

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Education

B.A., Mathematics, Spring 2019, University of Washington, Seattle

Additional 7 classes in Computer Science department

Relevant Experience

Independent Android Developer – *Weblink*

Designed, developed, and sold apps on the Google Play marketplace

Have accumulated over 1,000,000 total downloads on than 20 apps (some now removed), including over 10,000 paid downloads and in-app purchases

Administrative VP, Triangle STEM Fraternity   Spring 2017 – Spring 2019

Founding member of the University of Washington Colony

Helped grow the fraternity from seven to thirty five members by aiding in early marketing, establishing relationships on campus, and organizing events

Established procedures for handling of funds, secretarial duties, and website maintenance

Was responsible for overseeing the Fundraising Committee, Historian, Webmaster, and Secretary

Projects

Chronicle – Audiobook Player for Plex – Weblink

Developed in Kotlin using cutting edge Android development practices

Implements the MVVM pattern to facilitate easy testing of business logic

Incorporates modern libraries such as Retrofit, coroutines, and architecture components

Provides offline-first functionality using WorkManager and the repository pattern

Ostrich Game Boy Emulator – Weblink

Developed using modern Java development practices

Comprehensive JUnit test suite covering memory functions and all CPU instructions

Emulates the original Game Boy hardware, including memory, timing, display, and Z80-inspired CPU

Skills

Strong base of knowledge using Java and the Android SDK

Four months of frequent experience using Kotlin

Able to learn new languages and APIs quickly

Web development experience using HTML5, CSS3, ES6, and PHP

Experience with unit testing, integration testing, and UI testing

Knowledgeable about software design patterns

Experience using MySQL, Azure SQL Server, and SQLite