Matthew C. Thomas

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Education

University of Wisconsin-Madison   Madison, WI

Bachelor of Science   09/2017 → 08/2021

Major: Computer Science

Certificate: Game Design

Notable Coursework: Software Engineering, C++ For Java Programmers, Computer Graphics, Algorithms, Machine Organization & Programming, AI, Human-Computer Interaction, Info Security, Database Management Systems, Calculus & Analytic Geometry II, Discrete Mathematics, Matrix & Linear Algebra, Cryptography, Game Design II, Coding Graphic Design, 3D Digital Studio I, Digital Forms

Notable Projects

- **TRACE**: A time management and aggregation application for mono-tasking, deployed for iOS | Swift
- **VAI-GUI:** Aid for remotely controlling simulated robotics, aiming to assist the daily lives of those who are restricted to wheelchairs/impaired by paralysis w/ gesture controls | Python/HTML/JS/CSS/C++
- **Audacity Conceptual Prototype:** A conceptual UI overhaul informed by concepts from human computer interaction, to declutter the interface and refine functionality for a more intuitive experience
- **Personal Website:** A website written to aggregate personal projects and blog; includes graphics demos created with WebGL, JS Canvas, and GLSL shaders | HTML/CSS
- **Plotter GLSL Shader:** A colorful WebGL shader pair written with Shdr Editor | GLSL/JS

Notable Work

Extreme Engineering Solutions   Verona, WI

Software Developer   05/2021 → 12/2021

- Assisted with the development of web application features, ports, bug fixes, and optimizations:
    - Implemented OOP PHP on the backend for handling controller actions and entity management
    - Wrote asynchronous JavaScript with jQuery and KnockoutJS to manipulate DOM elements (MVVM)
    - Connected MySQL with Doctrine for database querying and management
    - Assisted in transitioning to the Webpack Encore API for compiling and minifying asset management

UW-MERIT Information Technology   Madison, WI

Information Technology Student Lead / Field Services Specialist   01/2019 → 05/2021

- Created and managed faculty domain account objects and their permissions with Active Directory
- Provided network drive assistance, resolved printer connections, and imaged/setup new computers
- Created internal documentation for the above as well as for enterprise software troubleshooting
- Assisted with new student hire interviews and ongoing technical training for IT positions

Skills

- **Notable Software**: Git, Docker, Symfony, Processing, Vim, Xcode, MATLAB, Unity, Rhino, Blender . . .
- **APIs / Libraries**: WebGL, glMatrix, openGL, JavaFX, JUnit, XCTest, PyTorch, Gym, NumPy, dpkt . . .
- **Concepts**: Object-oriented/functional/procedural programming, HTML transformation stack, GPU graphics pipeline, Unix, UX/UI design principles, version control, agile, SDLC, test driven dev, unit testing, usability testing, UML, creational design patterns, greenfield dev, game theory, 3D modeling

C++	●●●○	Python	●●●○	JS	●●●○
Java	●●●●	Swift	●●●○	SQL	●○○○
GLSL	●●○○	C#	●●○○	Zsh	●●○○