

◇ **Matthew C. Thomas** ◇

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## Education

### University of Wisconsin-Madison

Bachelor of Science

Major: Computer Science

Certificate: Game Design

Madison, WI

August 2021

**Relevant Coursework:** Software Engineering, Programming II, Programming III, C++ For Java Programmers, Computer Graphics, Machine Organization & Programming, Introduction To Human-Computer Interaction, Introduction To Computer Engineering, Calculus & Analytic Geometry I, Calculus & Analytic Geometry II, Introduction To Discrete Mathematics, Elementary Matrix & Linear Algebra, Game Design 1, Game Design II, 3D Digital Studio I, Introduction To Digital Forms, Introduction To Art  
**In Progress:** Cryptography, Database Management Systems, AI, Combinatorics, Coding Graphic Design

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## Notable Projects

- **TRACE:** A time management and aggregation application for mono-tasking, deployed for iOS | Swift
- **VAI-GUI:** 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 from scratch to aggregate my personal projects, including graphics demos created with WebGL, JS Canvas, and GLSL shaders | HTML/CSS
- **iOS Game Prototype:** A top-down, rhythmic board game made with Unity/Xcode | C#

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## Relevant Work History

### UW-MERIT IT

Information Technology Field Services Specialist

Madison, WI

01/21/2019 → present

- Provide account assistance for remote & in-person support, i.e. resolving network drive connections
- Imaging new computers, configuring boot options, and resolving VPN and printer connections
- Consulting/troubleshooting software and hardware for staff and graduate students
- Writing and updating knowledge base documentation and diagrams to assist internal faculty and staff
- Interviewing & training new student hires for Helpdesk and Field Services positions

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## Skills

- **Programming Environments:** Vim, Xcode, Eclipse, Brackets, MATLAB, Jupyter Notebook, Unity
- **Relevant Software:** Git, Docker, Flask, Slack, Active Directory, Rhino, Blender, Photoshop
- **APIs / Libraries:** WebGL, glmatrix, OpenGL, JavaFX, OpenFrameworks, Processing
- **Concepts:** Object-oriented/functional programming, data structures & abstract types, Unix systems, HTML transformation stack, GPU graphics pipeline, UX/UI design principles, data visualizations, web design, version control, code coverage, Agile dev, usability testing, UML, 3D modeling
- **Soft Skills:** Experienced w/ Unix-like/Windows OS, KISS & Unix philosophies, comfortable learning on my feet, creative & visual design approach, detail-oriented & patient, effective & inclusive communicator

Java ●●●●●

C++ ●●○○○

C# ●●○○○

C ●●○○○

Python ●○○○○

Swift ●●○○○

JS ●●●○○

SQL ●○○○○

Bash ●●○○○