

Matthew Curschman

Computer Engineer | mattcurschman@gmail.com | (407)-409-5131

EDUCATION

University of Florida | GPA: 3.3 **Gainesville, FL** *Bachelor of Science in Computer Engineering*
August 2018 - August 2022

EXPERIENCE

Conference Catalysts Web Team **Gainesville, FL** *Web Dev Intern and Full Time Employee*
May 2022-July 2024

- Conflux Parser: Implemented Parser to help with rapid development of Drupal-based “brochure websites” for large scale international conferences.
- Conflux 4: Implemented and tested backend admin utility for Conflux, a scaled full stack conference management application.
- Skills/Tools: PHP, Python, JavaScript, Vue, Nuxt, Lando, DDEV, SQL, Supabase

PROJECTS

Mini-MIPS – Small Scale processor

- Used VHDL to implement a MIPS-like controller and datapath able to run up to 32 MIPS commands via .mif files containing ARM instructions.

PLCLanguage – Custom Programming Language

- Utilized Java and OOP to create a custom programming language, able to take in text, tokenize, parse, and generate java code based on input.

Zomicron – Zombie Survival Video Game

- Created a small-scale video game with a team of students as part of Senior Design Project.

SKILLS

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Languages: C, C#, C++, Java, Python, ARM, VHDL, JavaScript, PHP

Web Development: HTML, CSS, Bootstrap, Laravel, Vue, Nuxt, GoogleAPI, MySQL, MongoDB, Supabase, AWS in training

Dev Tools: Git, GitHub and GitLab, UNIX, PHPStorm, PyCharm, Eclipse, VSCode.

Frameworks: LAMP, MERN, MEVN,

Coursework: Digital Design, Database structures and Algorithms, Computational Logic, Web Development (Front and Back end), Operating Systems, Programming Language Design

OUTSIDE ORGANIZATIONS

Boy Scouts of America – Eagle Scout