

MATTHEW MONTELARO

<https://mmontelaro.github.io>

OBJECTIVE

Seeking a software development position where I can apply and grow my skills while creating meaningful software applications.

EXPERIENCE

Software Engineer Intern, Spark

Summer 2023

- Created a React webpage for future years of Spark Internship using JavaScript and AWS through GraphQL to store applications in a database (<https://github.com/jamestlee513/spark-intership-website>)
- Attended daily scrum meetings and delegated tasks during sprints using Jira

Sales Associate, Big 5 Sporting Goods

July to September 2023

Specialty Sales: Tech Consultant, Target

June 2022 to January 2023

Trampoline and Tumbling Coach, North Edge Cheer (Formerly Action Athletics)

June 2021 to December 2022

PREVIOUS PROJECTS

- Machine Learning Models: Programmed various machine learning models including Ridge Regression, Lasso Regression, and a Neural Network; and trained them on given data in order to create predictions such as which handwritten number is depicted. Coded in Python.
- Campus Map Pathfinder: Used React and Javascript to create a GUI that can take 2 buildings on the UW map as an input then draw lines to show the quickest walking path between those two buildings. The path determined by and returned from a Spark Java server.
- Data Structures: Implemented various data structures including AVLTree and other dictionary structures, as well as the Bellman-Ford algorithm. Coded in Java.
- Word Counter: Parses through all files in a folder to associate each document with how many times each word appears in it, and stores this structure in memory or writes it to a file. Can then from the data in memory/file take a query of one word or multiple to return the files in order of which have the word/words most frequently. Coded in C/C++.
- Mobile Game: "Lob Ster Fishing" iOS game, coded in Lua on the Solar2D game engine.
- Website: <https://main.d3pb2yef2pgy2m.amplifyapp.com/> Coded in React/Javascript/CSS.

EDUCATION

Bachelor of Computer Science, *University of Washington Seattle*

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- Major: Computer Science, 3.89 GPA
- Related coursework: Computer Programming II, SW Design and Integration, Foundations of Computing I&II, Data Structures and Parallelism, Intro to Algorithms, Machine Learning, The HW/SW Interface, Systems Programming, Advanced ML, Programming Languages, Distributed Systems, SW Engineering, Toolkit for Modern Algorithms, Intro to Compiler Construction, Intro to Theory of Computation

SKILLS & ABILITIES

- Programming: Adept in Java, Lua, JavaScript, C, C++, and Python. Experienced with Windows and Linux OS's, as well as IntelliJ and VSCode IDE's
- Media Production: Streamed with OBS Studio on Twitch and created edited videos using Da Vinci Resolve on YouTube under the name Puggietaur