Matthew Iannucci

29B Gardenia Lane

Narragansett, RI 02882

mpiannucci.com

mpiannucci@gmail.com

(401) 741-1666

Education

University of Rhode Island, *Kingston, RI* *May 2014*
Ocean Engineering major with a focus in software development, and robotics

Experience

Engineer I, Navatek Ltd. *South Kingstown, RI* *January 2014 - Present*

- Lead development of the company's main Graphical User Interface application, written in C++ and the QT platform. This includes creating the code structure from scratch and abstracting low level capabilities to enforce consistent programming style.
- Set up and encourage the use of unit testing in C++ libraries using Boost and QTest
- Manage multiple git repositories with between 10 and 20 contributors
- Package common code used in multiple in-house applications into libraries to keep code consistent and modular.
- Update C++ geometry processing software to use object oriented design structure
- Set up and maintain the Windows Active Directory Server for the Rhode Island office (About 30 users)

Software Developer, Co-Captain, URI Autonomous Surface Vehicle Team *December 2012 - August 2014*

- Leader and member of the development team tasked with creating a completely autonomous boat that navigates a buoy course and performs various tasks, such as navigating a buoy course
- Developed software outlining machine behavior that utilized real-time sensor data
- Responsible for hardware abstraction through Python and C++ programming
- Competed at the 2013 and 2014 AUVSI RoboBoat competition in Virginia Beach

Marine Research Assistant, GSO Equipment Development Lab, *URI* *March 2013 - December 2013*

- Assisted in a study conducted by the University of Rhode Island College of Environment and Life Sciences and Rhode Island Department of Energy to measure the acoustic impact of wind turbines
- Specifically, measurement and analysis of the sound of the turbines using various instruments and acoustic measurements
- Help develop and demonstrate the capabilities of an Anchor Driver that was actively being researched and developed
- Test and callibrate instrumentation equipment during active development

Projects

Principal Developer, HackWinds Mobile App *Present*
- Created a cross-platform native mobile application to view and monitor the surfing conditions in Southern Rhode Island
- Designed user interfaces that adhere to respective design guideline (iOS and Android)
- Used object oriented software design to create an efficient and modular code base
- Available from both Google Play and the iOS App Store

Developer, Embedded Wireless Bridge Sensor Development, *URI* *Present*
- Team member developing a wireless sensor for bridge health monitoring, specifically the Newport Bridge and the Rhode Island Bridge and Turnpike Authority
- Charged with developing embedded software and cooridinating time synchronization between multiple network connected sensors

Principal, Surf for a Wish Surfing Competition *Narragansett, RI* *April 2010*
- Created, organized and ran a surfing competition at Narragansett Town Beach to benefit the Make-A-Wish Foundation
- Raised over $1,500 for the Make-A-Wish Foundation of Rhode Island

Relevant Skills

Programming: C++, C, Python, Objective C, Java, C#, Go, Matlab, Bash, HTML, CSS, SQL

Platforms: Linux, iOS, Android, QT, Windows, Web

Programs: Git, Matlab, Rhino, Microsoft Office, Adobe Creative Suite