Matthew Iannucci

Narragansett, RI
mpiannucci@gmail.com, (401) 741-1666
http://mpiannucci.com

Experience

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

- Lead development of the company's main Graphical User Interface application, written in C++ using the Qt platform. This includes creating the code structure from scratch and abstracting low level capabilities to enforce consistent programming style. Also entails creating new visualizations that represent hydrodynamic data sets in new and meaningful ways.
- Work with engineers on the geometry manipulation and handling in a hydrodynamic simulation application (Aegir).
- Set up and encourage the use of unit testing in C++ libraries using Boost and QTest for all of the company's libraries
- Port all of the company's projects to be cross platform using CMake. Previously, the programs were limited to use by Windows customers
- 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 through signal analysis

Education

University of Rhode Island, *Kingston, RI* *May 2014*
B.S. in Ocean Engineering with a focus in software 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* *September 2013 - May 2014*

- 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

Relevant Technical Skills

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

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

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