

MATTHEW OLEY

Fourth Year Student at RIT seeking Spring CO-OP

✉ matthew@mrolei.dev

📍 Dallas, PA

🌐 www.mrolei.dev

🌐 mrolei

🌐 mrolei1

EDUCATION

Bachelor of Science in Software Engineering, Minor in Web Development

Rochester Institute of Technology

📅 Anticipated May 2027

📍 Rochester, NY

👤 Honors Program

🎭 Performing Arts Scholar

📊 3.67 GPA

LEADERSHIP AND INVOLVEMENT

-  **Boy Scouts of America**
Eagle Scout
-  **Computer Science House**
Member
-  **RIT Honors Program**
Member
-  **TEDxRIT**
Web Designer

PROJECTS

Online Grimoire — Personal Project

🌐 mrolei1/Online-Grimoire

Web tool to emulate the game board of the social deduction game Blood on the Clocktower. Built using vanilla JavaScript and CSS and deployed on an OKD Kubernetes cluster.

Twilight — Ongoing Personal Project

🌐 mrolei1/twilight

A Dungeons and Dragons map creation tool that enables a user to occlude parts of the map during gameplay. Made with Angular 18.2.

Clocktower — Ongoing Personal Project

🌐 mrolei1/clocktower

Rewrite of Online Grimoire to support more online features, higher stability and more intuitive controls. Built around React with a custom data model to improve efficiency.

Personal Website — Personal Project

🌐 mrolei1/mrolei1.github.io

Website written in vanilla HTML, JavaScript, and CSS. Used to promote myself and showcase my experience and projects.

Dots — Personal Project

🌐 mrolei1/dots

Script that converts images into an ASCII representation based on contrast using braille characters.

Pong-Web — Personal Project

🌐 mrolei1/pong-web

Interactive website written in vanilla HTML, JavaScript, and CSS. Demonstrates modular JavaScript principles and web API usage.

SKILLS AND TECHNOLOGIES

Web Development ASP.NET React Angular Kubernetes SQL Agile GIT Docker

JavaScript TypeScript Python C# C/C++ Java HTML CSS SASS Rust

Communication Problem-solving Adaptability Organization Leadership

EXPERIENCE

Software Engineering Co-Op

Benco Dental

📅 Jun 2025 — Aug 2025 📍 Pittston, PA

- Improved efficiency of production systems by 20% by altering SQL procedures and data mappings.
 - Implemented React components that eagerly load and render data from parallel API calls.
 - Developed in-house scripts to generate entity framework configurations from existing database schemas.
 - Wrote unit tests and functional tests for all contributed code.
-

Software Development Co-Op

Emerson Electric Professional Tools Software Solutions

📅 Aug 2024 — Nov 2024 📍 Elyria, OH

- Developed and unit tested development tasks in .net framework.
 - Participated in requirements gathering and breakdown sessions with marketing and development teams.
 - Designed and Edited MSSQL stored procedures and DBMS configurations.
 - Brought website pages into compliance with modern web standards and ADA guidelines.
-

Software Engineer

Booz Allen Hamilton

📅 Jun 2024 — Aug 2024 📍 Annapolis Junction, MD

- Developed a machine-learning-driven audio processing and analysis platform for acoustic keylogging.
 - Designed and implemented responsive mobile-first user interface.
 - Leveraged automated testing, CI/CD, and containerization to engineer performant and maintainable code.
 - Presented capability to company executives with a live demonstration.
-

Carpenter / Electrician

National Technical Institute for the Deaf — Department for Performing Arts

📅 Jan 2023 — Present 📍 Rochester, NY

- Worked independently and collaboratively on multiple woodworking projects.
 - Learned basic sign language in order to communicate with deaf co-workers.
 - Assisted senior lighting and sound designers set up and run theatre productions.
 - Coordinated back-stage operations for two variety shows as a stage manager.
-

Information Technology Specialist

Dallas School District

📅 Feb 2020 — August 2023 📍 Dallas, PA

- Configured network hardware for security system.
- Recorded instructional videos on use of hardware for faculty and staff.
- Developed tools and procedures to streamline IT tasks.
- Managed small groups of aides through completion of IT projects.