Matthew **Lam**

SOFTWARE ENGINEER

Seattle, WA

☐ (253)-237-4129 | ✉ matt@mryanlam.com | ⌂ mryanlam.com | ⊙ mryanlam | ⊞ mryanlam

Summary

Currently a Software Engineer at F5 Networks. Interested in solving challenging tasks, and learning new technologies.

Work Experience

Software Engineer II
F5 NETWORKS

Seattle, WA
2016 - Present

- Debugging and Fixing customer facing issues in the BIG-IP's LTM and DNS modules.
- Designed and Implemented BIG-IP feature to better manage core files and prevent loss of information necessary to diagnose why the core occurred.
- Performed threat model assessments on new F5 features to ensure secure design of new features.
- Backend development in Python for F5 Bug Tracker https://support.f5.com/csp/bug-tracker
- Development of Continuous Integration Pipeline in Python to perform Build, Test, and Integration for maintenance releases.
- Maintenance on Perl script to interact with various apis and generate release notes for BIG-IP maintenance releases.
- Contributed to F5 ansible's bigip_device_dns and bigip_hostname modules.
- Implemented scripts that utilize GDB's Python-API to automate running of necessary commands.
- Mentored Intern and Junior Engineers.

Intern
F5 NETWORKS

Seattle, WA
2015 - 2016

- Web Development using Python-Flask
- Researched security vulnerabilities and how they affect the BIG-IP platform.
- Developed various scripts that interface with Perforce, Bugzilla, and MSSQL in Perl.

Intern
GOLDSIM TECHNOLOGY GROUP

Issaquah, WA
2013 - 2013

- Wrote automated black box tests for the GoldSim software in Test Complete
- Quality Assurance on xLPR V2 Model GUI
- Manual testing of compatibility between models created in GoldSim 10.5 with GoldSim 11

Other Projects

Tekken New Blood
DEVELOPER AND ADMIN

Discord Community Bots
2017 - 2019

- Developed Discord bots for the Tekken New Blood community in Python.

Item Insights
DEVELOPER

Riot Games API Challenge
2015

- Developed a Web App that presents League of Legends players with information on the gold efficiency of their user uploaded item sets using information from the Riot Games API using PHP and Bootstrap.

Valkyrie-WoW
DEVELOPER

WoW Private Server
2014 - 2015

- Wrote and tested scripted raid encounters in C++ and SQL.

Skills

Languages	Python, C, Java, Perl, HTML/CSS, JavaScript
Technologies	Ansible, Docker, Flask, GDB, Kubernetes, Networking, REST API, Unix

Education

Western Washington University
BACHELOR OF SCIENCE IN COMPUTER SCIENCE

Bellingham, WA
2011 - 2015