

# Matthew Lam

SOFTWARE ENGINEER

Seattle, WA

☎ (253)-237-4129 | ✉ matt@mryanlam.com | 🏠 mryanlam.com | 📱 mryanlam | 🌐 mryanlam

## Work Experience

### F5 Networks

Seattle, WA

SOFTWARE ENGINEER II

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 to interact with various apis to populate data 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.

### F5 Networks

Seattle, WA

INTERN

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.

### GoldSim Technology Group

Issaquah, WA

INTERN

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

Discord Community Bots

DEVELOPER AND ADMIN

2017 - 2019

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

### Item Insights

Riot Games API Challenge

DEVELOPER

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

WoW Private Server

DEVELOPER

2014 - 2015

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

## Skills

**Languages** Python, C, Java, Perl, C++, HTML/CSS, JavaScript

**Technologies** Ansible, Docker, Flask, GDB, Kubernetes, REST API, Unix

## Education

### Western Washington University

Bellingham, WA

B.S. IN COMPUTER SCIENCE

2011 - 2015