

MATT TREIBER

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EDUCATION

Tufts University, Boston, MA

M.S. Software Systems Development (GPA: 3.76 / 4.0)

Expected graduation May 2021

B.S. Computer Science (*Cum Laude*), Minor in Entrepreneurial and Leadership Studies

May 2020

RELEVANT COURSEWORK

Cloud Computing, Distributed Systems, iOS Engineering, Operating Systems, Principles of Software Engineering, Databases, Data Structures, Web Programming, Computer Security, Networking, Artificial Intelligence, Algorithms, Computation Theory, Human Computer Interaction

TECHNICAL SKILLS

Languages: JavaScript, Swift, Python, C++, C, HTML, CSS, Java, SQL

Databases: Firebase, PostgreSQL, Dynamodb

Frameworks: ReactJS, React-Native, Jenkins, ExpressJS, TypeScript, Jest, Expo, SwiftUI, RealityKit, ARKit, The Composable Architecture

Other: AWS (Amplify, Lambda, API Gateway), Heroku, jQuery, RESTful web services

PROFESSIONAL EXPERIENCE

Boston Engineering Corporation, Waltham, MA

June 2020 – September 2020

Consulting engineering and product development firm

Software Engineer Intern

- Built an iOS application prototype for the Chief Technology Officer that demonstrates the viability of Internet-of-Things (IoT) and Augmented Reality (AR) technologies to prospective clients. The app leverages AR image/object recognition tools (SwiftUI, ARKit, RealityKit) and the Bluetooth Low Energy model (Core Bluetooth) to showcase a both technologies simultaneously

Lightkeeper LLC, Boston, MA

June – September 2018, June – September 2019

Data management, analytics, insights, and reporting company that delivers unique intelligence to hedge funds

Software Engineer Intern

- Project 2 (2019):** Built test suite for web application's UI to aid continuous integration (CI) using automation services in tandem with source control
- Project 1 (2018):** Designed an automated client information aggregation tool, sourcing data from several Web APIs, to construct a "Client Overview Report" that provides context to internal client solutions employees

APPLIED ACADEMIC AND PERSONAL PROJECTS

[College Athlete Data Scraper](#) (Personal Initiative)

December 2019 – January 2020

- Developed a custom Web scraper that pulls player data from more than 900 college athletic program including height, weight, highschool, roster image, and position. **The final product was sold** to [JustPlay Sport Solutions](#), a platform that helps organizations engage with their athletes, to automate the process of onboarding new teams

Interactive iOS AR App (Academic Extension)

September 2020 – Present

- Creating an interactive experience in augmented reality for users playing [Conway's Game of Life](#)

"Fluence Marketing Platform" (Senior Capstone Project)

September 2019 – May 2020

- Lead a small team of developers to create a web application that provides small businesses with micro-influencing services on social media. It connects Instagram users and businesses business owners to form a synergistic relationship by exchanging brand exposure for reward

Leadership and Community Engagement

- Tufts Computer Science Mentorship Program** – mentor to a sophomore studying computer science at Tufts.
- Team Captain of the Varsity Tufts Men's Lacrosse Team** – voted captain by teammates and coaches for the 2020 and 2021 seasons.
- Pre-orientation Leader at Tufts** – served as a pre-orientation leader at Tufts to provide first year students with a unique experience before starting college.

RESEARCH

Tufts University, The Fletcher School of Law and Diplomacy

April 2018 – May 2020

Research Assistant

- Develop curriculum to introduce general computer science concepts and Python-specific interfaces for data analysis to Ph.D. Candidate at The Fletcher School