

# Matthew Wojick

📞 860-510-3317

✉️ [matthew.wojick@gmail.com](mailto:matthew.wojick@gmail.com)

🌐 [Portfolio](#)

in [LinkedIn](#)

🐙 [Github](#)

## SKILLS

JavaScript • Ruby • React/Redux • Ruby on Rails • RSpec • SQL • HTML/CSS • Ajax • Webpack • GraphQL • Apollo Client • MongoDB • Node.js • Git • Linux • Perl • Matlab • VLSI • Verilog

## PROJECTS

**Moosiko** (React, Redux, Ruby on Rails, Devise, AWS S3, Stripe)

[Live](#)

*A single-page progressive web app that helps you learn your favorite songs on the guitar*

- Architected and developed a guitar learning app using provided assets for the lessons. Currently at >300 users.
- Implemented a mobile first design approach to cater to our mobile users, who make up more than 90% of the user base.
- Utilized Stripe (with Stripe Elements) to create a payment flow for users to purchase individual lessons.

**TreatPal** (React/Redux, Ruby on Rails, Google Maps API)

[Live](#) | [Github](#)

*A full-stack application based on the site MealPal*

- Implemented a search bar that searches by location or item by sending Ajax calls to the server on user input.
- Integrated Google Maps API to dynamically search for shops based on the map bounds.
- Implemented reservations using the CRUD cycle in order for users to make reservations for the next day, and modify/cancel them.
- Incorporated the CSS Grid system in the index page to create a smooth and responsive user experience regardless of the display size.

**2D-Portal** (JavaScript, HTML5 Canvas)

[Live](#) | [Github](#)

*A 2D version of Portal, a popular puzzle-platformer game*

- Developed player physics in which the player responds to collisions, gravity, friction, and user input.
- Created a custom teleport function to move the player between portals and preserve velocity.
- Developed a custom, scalable bitmap editor to easily add on additional levels using sprites.

**Configurable JPEG Image Compressor** - VLSI Design II @ UMich

[Paper](#)

- Designed a JPEG image compressor using configurable approximate computing with multiple voltage rails.
- Developed standard cell layout and characterization, block level auto place and route, and final integration to achieve less than 5% total area overhead from the original design.

## EDUCATION

**App Academy (San Francisco)** - Full stack web development bootcamp with a 3% acceptance rate

2018-2018

**University of Michigan, Ann Arbor** - MS Electrical Engineering (VLSI / Computer Architecture), GPA: 3.55

2015-2017

**University of Massachusetts, Amherst** - BS Electrical Engineering, GPA: 3.73

2011-2015

## EXPERIENCE

**Software Engineer (Customer Success Group)**

*PowWow Mobile*

Oct 2018 - Present

- Built custom components and API connections for our clients using Angular and Node.js.
- Assisted in training a new client on how to use our software to build apps.

**Co-op Engineer (Physical Design)**

*Advanced Micro Devices (AMD)*

May 2016 - Aug 2016

- Created Perl test scripts for standard cell libraries in an advanced technology node.
- Ran synthesis and trial routes of standard cells on an RTL block using Synopsys and Cadence CAD tools.
- Resolved bugs in the library packaging tool (proprietary software) by collaborating with the international CAD team.

**Undergraduate Researcher**

*Nanodevices and Integrated Systems Laboratory (UMass)*

Dec 2013 - Sept 2014

- Investigated the process of forming an all-silicon memristive device using a one-step thermal oxidation process.