

MATTHEW KEEZER

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OBJECTIVE

To obtain a summer 2015 internship for software development that involves working on intelligent algorithms and machine learning aimed at enhancing software user experience.

EDUCATION

May 2018

Bachelor of Science: Computer Science
Georgia Institute of Technology - Atlanta, GA, USA

May 2014

Mount Pisgah Christian School - Johns Creek, GA, USA

ACCOMPLISHMENTS

Android App

- Created app that allows users to create accounts and post ideas
- Organized app into categories that allows other users to comment, vote and promote posts
- Used Android App Engine and Google Datastore to store data

Unity3D Video Game

- Developed a first-person shooter online multiplayer video game
- Utilized Blender, Unity3D, A* Project, Photon Networking, and various free software and databases
- Built framework using Photon that allows users to create or join a server to play with other players alongside a multitude of bots

LEADERSHIP

Robotics

- Led school robotics team of 20 members for 2 years
- Designed and built multiple working FRC robots
- Worked on Programming, Electrical, and Mechanical
- Brought new interest of robotics to the school by forming the team in 2013
- Reached quarter finals in Peachtree Regional in 1st year
- Reached semifinals in Peachtree Regional in 2nd year

EXPERIENCE

09/2014 to 02/2014

ResiliEnt Business Solutions - Alpharetta, GA

Paid Internship - Web Developer

- Created and completed a business website for a client
- Worked with Wordpress, MySQL, Filezilla and various other tools to host the website and allow for easy maintenance by the client
- Edited many back-end Javascript and CSS files to revamp the look and feel of the template design

SKILLS

- Java (Proficient, 3 years)
- Android Development (Basic)
- Unity3D (Basic)
- Web Development (Basic)
- C++ (Fundamental)
- C#/Javascript (Fundamental)

WEBSITES

- Portfolio - mkeezer.weebly.com
- GitHub - www.github.com/wokparty