MATTHEW KEEZER

9140 Twelvestones Drive, Roswell, GA 30076 | H: 7705520762 | C: 4049099417 | rkeezer3@gatech.edu

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 – **Current GPA: 3.73**
Georgia Institute of Technology – Atlanta, GA, USA

May 2014 **Mount Pisgah Christian School** – Johns Creek, GA, USA

EXPERIENCE
09/2013 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 back-end Javascript and CSS files to revamp the look and feel of the template design

LEADERSHIP
FRC 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 1st year
- Reached semifinals in Peachtree Regional in 2nd year

PROJECTS
Robojackets IGVC
- Member of the Robojackets IGVC(Intelligent Ground Vehicle Competition) software team
- Worked with team programmers on GUI and line detection last semester
- Currently working with 3 other programmers to transfer code base from Qt signals and slots framework to Ros publisher and subscriber framework before spring break

MAKE Club Quadcopter
- Member of the MAKE Club and currently working on a project to build a Quadcopter
- Used a budget of $100 to research and request parts required for the build
- Utilized Arduino code to work the flight control system

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

Unity 3D Video Game
- Developed a first-person shooter online multiplayer video game
- Utilized Blender(modeling), Unity3D(engine), A*Project(pathfinding), and Photon Networking
- Built framework using Photon that allows users to create or join a server to play with other players alongside a multitude of AI bots

SKILLS
- **Java** (Proficient, 4 years)
- **C++** (Basic)
- **Web Development** (Fundamental)
- **Android Development** (Fundamental)
- **C#/Javascript** (Fundamental)

WEBSITES
- **Portfolio** – rmkeezer.github.io
- **GitHub** – www.github.com/rmkeezer