

Samuel Matyseck

Software Engineer
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Overview

I am a Computer Science graduate looking to dig deep into the software industry. I am driven by challenge and am passionate about problem solving.

Education

Bachelor of Science in Computer Science | GPA: 3.45
University of California, Irvine ~ August 2014 – December 2018

University of California Education Abroad Program (UCEAP)
Technical University of Berlin ~ July 2016 – August 2017

Skills

- Python, JavaScript, SQL, Git, Unix, Java, C/C++
- IoT and Networking concepts
- Cisco IOS routers/switches in various network topologies
- Strong communication skills
- Quick learner

Projects

Restaurant IoT Service

~ May 2018 - Ongoing

- Creating a NodeJS and MongoDB API-based connected restaurant service with the goal of simplifying and streamlining the restaurant experience for both customers and staff.

Momentum Shift

~ September 2018 – December 2018

- A puzzle-platformer video game based on swapping the places of two characters where each character's momentum is conserved between the swap. Created in the Unity2D engine, I designed levels and wrote C# scripts to control the players and various elements throughout the game.

Experience

Intern/ Data Input Manager

The CarLab ~ June 2015 – June 2016

- Organized and managed groups of data entry personnel in gathering consumer feedback on varying designs and specifications of vehicles
- Compiled, analyzed, and formatted data into a visual presentation
- Created a vast database of vehicle specifications covering decades of automotive development
- Trained new interns in their expectations, duties, and responsibilities within the company

Laboratory Tutor

University of California, Irvine ~ March 2016 – June 2016

- Assisted students of Intermediate Programming courses by strengthening their understanding of the Python programming language, general coding practices, use of software libraries, and advanced programming concepts.