



toph.matta@gmail.com

Personal: [tophmatta.github.io](https://github.com/tophmatta)

Github: <https://github.com/tophmatta/>

Experience

IOS DEVELOPER, INDEPENDENT; AUSTIN, TX – 2014-PRESENT

- ▶ App in App Store (ATXWecycle)
- ▶ Xcode IDE, iOS SDK, Swift, Cocoa Touch Framework, CocoaPods, Threading/GCD, Core Graphics, Core Animation, Auto Layout, UIKit, MapKit
- ▶ JSON, RESTful APIs, HTML/CSS
- ▶ Working on a cross-functional team with UX designer
- ▶ Excellent critical thinking and problem solving

IOS DEVELOPER/FOUNDER, SWYSE, AUSTIN, TX – 2014-2016

- ▶ Self-started project from ground up - from branding to development
- ▶ 1.5 years self-motivated/taught development experience (Mostly iOS, some Ruby on Rails)
- ▶ Self-learned marketing tools (Google Analytics, Adwords, landing pages)
- ▶ Expert time-management – waking up before dawn to work on project
- ▶ Entrepreneurial, big-picture mindset

SR. MANUFACTURING ENGINEER, SANMINA, AUSTIN, TX – 2013-PRESENT

- ▶ Balancing multiple projects at any given time, most of which save the company \$1000s
- ▶ Working directly with experts in a highly technical environment in a role requiring 5+ yrs. experience
- ▶ Saving company and customer time by proactively ironing out technical issues - requires high attention to detail & crystal clear communication

LEAD DESIGN ENGINEER, EIEIO, INC; AUSTIN, TX – 2012-2013

- ▶ Headed and successfully ran the engineering department of a small company with less than a year of professional experience while reporting directly to the CEO
- ▶ Created documentation and organized standardization of product builds

Education

University of Central Florida – B.S. in Mechanical Engineering with Mathematics Minor

Other Computer Skills

HTML/CSS, Ruby, Rails, JavaScript, SolidWorks

Awards and Recognition

Florida Bright Futures Scholar, Pi Tau Sigma Engineering Honor Society