

Matthew Antosiak

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Objective

To obtain an entry level software development position.

Education

Cal Poly, San Luis Obispo - B.S., Computer Science, GPA 3.3

Graduated: June 2016

Technologies

Programming proficiencies: Python, C, C++, Javascript, HTML5

Operating Systems: Windows, Linux

Experience

Online Unity Courses

July 2018-Nov 2018

- Used Udemey website to explore the Unity gaming engine and Blender 3D modeling program.

Software Engineer Intern

Santa Clara, CA

May 2017-Jan 2018

Applied Laser Solutions

- Created an interpreter to translate down rev G-Code programs to the new G-Code syntax. Implemented in Python.
- Restructured and updated schema for the production schedule. Implemented on MS Access.

Software Engineer Intern

Milpitas, CA

June-August 2015

Flextronics International

- Automated the process for benchmarking hard drives. Implemented in C.

Software Engineer Intern

San Francisco, CA

June-August 2014

Macys.com

- Used Agile and participated in meetings with marketing team.
- Created swiping animations for Android App extension.
- Shadowed the DevOps team and created a repository branching program in Jenkins.

Projects

Popular Travel Locations - <https://jaitnium.github.io/popularLocationsDemo/flickrTest>

- A work in progress with the goal of becoming a traveling tool to make trip planning easy.
- Obtains hundreds of thousands of geolocations from photo sharing websites, performs optimization algorithms, and displays the data using the Google maps API.

Grapple - <http://users.csc.calpoly.edu/~zwood/teaching/csc476/final14/grapple/>

- A game created in collaboration with five other members for a graphics course.
- As project manager and level creator, coordinated closely with other members to create and improve assets and game mechanics, in addition to managing responsibilities and deadlines.