

Benjamin Matase

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OBJECTIVE

To create well-designed software that makes sense from a user usability perspective as well as an engineering perspective. My passions are informative data visualizations and logical object-oriented design.

EDUCATION

Bucknell University - *Bachelor of Science in Computer Science and Engineering* May 2018

- Board Member - Association for Computing Machinery (ACM) Student Chapter, 2016-2018
- Teaching Assistant - Data Science (UNIV 100), Software Engineering (CSCI 205)
- Bucknell Computer Science Programming Competition Winner, 2015

EXPERIENCE

Software Engineering Intern - 128 Technology, Summer 2017 Burlington, MA

- Implemented Google's protobuf API to measure speed and memory performance increases from arena memory allocation.
- Implemented a C++ linter with clang-format and git-hook integration to automatically enforce code style guidelines.

Security Solutions Intern - Unisys Corporation, Summer 2016 Malvern, PA

- Developed a continuous migration tool in Python to transfer from an internal, legacy bug tracking tool to Kanboard, an open-source Kanban project management tool.
- Architected and developed Python solution for migrating complex customer configurations for innovative network security product.
- Updated design specifications/documentation, worked as part of a team using Git and SCRUM.

Enterprise Systems Engineer - Bucknell University, August 2015 - Present Lewisburg, PA

- Full-stack development utilizing C#, ASP.NET, SQL, HTML, JavaScript, and CSS
- Designed and produced new customer-facing web pages as well as improved performance of legacy code.

PROJECTS

Single Player Turn Based Strategy Game

- Responsible for data gathering and sanitizing for population of game character attributes.
- Architected and implemented API for controller to retrieve character attributes programmatically.
- Designed class structure and hierarchy for game attributes based on Object Oriented Design.
- Worked as part of a Scrum team as the Scrum Master and a developer

Networked Multiplayer Game

- Implemented physics based engine and scoring algorithm for real-time networked gameplay
- Designed system to calculate contribution of individual player's score from gameplay
- Synchronized game state across LAN networked computers with client-server architecture

SKILLS

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- Software engineering design experience using Java and SCRUM
 - Experienced with advanced git usage and IDE-based development
 - Very experienced in writing efficient scripts and software using Python
 - Knowledgeable of Full-Stack Development Design (HTML, CSS, JS, ASP.NET, Oracle SQL)
 - Proficient in Bash, C#, R, C, C++, MIPS, Verilog
 - Proficient with UNIX (Linux, OS X) and Windows operating systems