

Matthew Bierman

✉ matthew.bierman2@gmail.com

🌐 <https://bierman.io>

☎ (702) 712-2892

🐙 github.com/BiermanM

Education

Expected Dec 2019 The University of Texas at Dallas
Bachelor of Science in **Computer Science** **GPA: 3.94**

Employment

- Jun 2018 – Present AT&T • Software Development Intern/Co-op • Dallas, TX
- Designed and developed an onboarding wizard using **Angular 6** with a focus on **UX design**.
 - Created an interactive dashboard to visualize AT&T customer chat data using **JavaScript** and **R**.
 - Developing a management coaching tool using **React**, leading to estimated \$200M savings.
- May 2018 – Present Dot Slash Digital • CEO/Founder • Las Vegas, NV
- <https://dotslashdigital.com>
 - Founded a digital agency specializing in web development, graphic design and digital marketing.
 - Currently serving 8 clients throughout the Las Vegas valley.
 - Developing automation tools to increase efficiency in project management.

Leadership Roles

- Dec 2018 – Present Association for Computing Machinery at UT Dallas • Director of Projects, Director of Ignite
- Established ACM's 6th division, ACM Ignite, guiding students in developing unique side projects.
 - Increased the number of applicants for ACM Projects by over 300% for two straight semesters.
 - Leading workshops on entrepreneurship, project management, and public speaking.
- Dec 2017 – Dec 2018 Association for Computing Machinery at UT Dallas • Vice President
- Led the largest computer science organization at UT Dallas with over 1,800 members.
 - Oversaw its operations across 5 divisions and led a team of 32 officers.

Skills

Programming Languages C++, Bash/Shell, HTML, CSS, JavaScript, TypeScript, R, Scala, Python
Frameworks / Platforms jQuery, Bootstrap, Apache Spark, SparkR, Apache Hadoop, Angular, React

Projects

- Smart Lock **Bash (Shell), JavaScript**
- Developed **Bash** scripts to scan networks and automate household door lock operations.
 - Designed dashboard using **JavaScript** to visualize real-time network activity.
 - Won **first place** in *ACM Projects*, worked with a team of five using **Agile** software development.
- viewar **Unity, C#, Vuforia, HTML, CSS, JavaScript, jQuery, Bootstrap 4**
- Created an **augmented reality** catalog to display 3D objects in real-time.
 - Won **second place overall** at *CodeRED Exploration 2017*, a University of Houston hackathon.
- March Madness 2018 Prediction **R, SparkR**
- Predicted outcomes for each game of the March Madness 2018 Men's Tournament.
 - Performed data pre-processing, feature engineering, and model training using logistic regression.
 - Placed in the **top 30%** for the *Google Cloud & NCAA ML Competition 2018-Men's* Kaggle competition and in the **top 1%** for the *Capital One NCAA March Madness Bracket Challenge*.