

Matthew Gaut

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Programming

- C#
- C++
- Java
- C
- Python
- SQL
- JavaScript
- Assembly

Software

- Git
- Unity
- Microsoft Office
- Microsoft Excel
- Google Sheets

Skills

- Critical Thinking
- Problem Solving
- Leadership
- Communication
- Strong Work Ethic
- Mathematics

Interests

- Computers
- Gaming
- Cooking
- Programming
- Mountain Biking

Experience

Custom Climate Control

September 2021 - February 2022

Contract Software Engineer

Santa Clarita, CA

- Created a digital invoicing system that increased productivity, reduced clerical errors and allowed automatic distribution of invoices to clients via SMTP.
- Designed a database to manage clients, jobs, and invoices greatly reducing the time necessary to process completed work.
- Developed a database front-end application to be used by tradesmen on-site which increased productivity and allowed easy access to work history.
- Created a point-of-service application to take information and signatures from clients reducing errors in client information collection.
- Implemented manual and automated testing procedures including functional and regression testing, as well as UAT.
- Maintained and developed new features for the software over the length of the contract in order to meet the changing needs of the business.

Education

University of California, Irvine

March 2018

Bachelor of Science in Computer Science

Final GPA 3.112

Projects

The Taking Of The SS Amusement

- Worked with a team of 4 other people on a 10-week University Capstone project earning the centerpiece spot of the showcase.
- Designed level-editing systems to allow for easier design and rapid prototyping increasing the productivity of the group.
- Developed highly modular AI and combat systems that allowed the gameplay to be tested and changed rapidly with minimal new code.
- Created a system to procedurally generate maps to increase replayability and interest in the game.

Discord/Twitch Stream Aide

- Utilized both the Discord and Twitch APIs to develop tools that improved streamers ability to interact with their communities.
- Developed customizable moderation tools that dealt with spam and other vitriolic viewer behavior, reducing the users' time spent manually moderating their communities.
- Automated posting stream notifications to discord reducing the amount of time necessary to set up a stream.
- Implemented a system to allow streamers to set up custom commands which improved community interaction.