

Matthew T. Hayes

9506 Woodvale Dr,

Austin, TX 78729

(512) 689-0466

cruinh@gmail.com

<http://www.cruinh.com/>

An experienced software engineer with expertise in Object-Oriented design, Agile development methodologies, and experience in the entire life cycle of development for desktop, web and mobile applications.

Qualified By

- *Programming*: 12 years programming experience.
- *Education*: Completed 90% of a bachelor's degree in Computer Engineer at Virginia Polytechnic Institute and State University (Virginia Tech).

Programming Experience

GetYa Learn On, LLC – Austin, TX (January 2009 - Present)

Director of Technology

Founding member of the GetYa Learn On organization. Designed and built user interfaces for accessing college-textbook-like material. Built two introductory Statistics apps: one for iPhone/iPod, one for iPad. The iPhone app was officially pilot tested by statistics classes at Abilene Christian University fall '09 and spring '10, with very overall user feedback. The iPad app was featured on the front page of the iTunes app store in April '10. More information available through <http://www.getyalearnon.com>. Also developing a number of other apps for release in the near future, while providing maintenance support for completed projects.

(Self Employed)- Austin, TX (March 2009 - Present)

iPhone Development and Ruby-on-Rails Contractor

Worked with various clients to design and build software for iPhone, iPod, iPad, and Ruby on Rails platforms. Ruby on Rails projects include an enterprise-level dispatch management application built for Pointserve (<http://www.pointserve.com>), now in use at General Electric, among other clients. Also built the first phase of a redesigned web-app for purchasing tourism videos at <http://beta.keenguides.com>. An overview of iOS products is available at <http://cruinh.net/projects/iphone/>.

Digital Media Collaboratory at The University of Texas at Austin – Austin, TX (February 2005 – April, 2009)

Senior Systems Analyst

Acted as technical designer and software developer on both the “Digital Warrior” and “Medical Leadership Trainer” projects, developed for The U.S. Army. Used Java Swing to develop a sophisticated content creation tool (Scenario Manager) for manipulating 2D graphics, audio, external scripts, Flash-based assets into a single content package for use in the in-house Java graphics engine (F.A.S.T.) developed for these projects. Co-developed a proprietary XML-based scripting language used by the F.A.S.T. engine and its Scenario Manager. Incorporated the Army’s “America’s Army” 3D game engine into the F.A.S.T. engine. Developed a method to use F.A.S.T. and “America’s Army” as part of a SCORM-compatible module, making this one of the first SCORM-compatible IMI Level 4 instruction modules. Helped deliver 17 complete and approved lessons to military clients.

Acted as technical designer and software developer on a team of 14 developers and designers to create the “Get There Texas” career/social networking project (gettheretexas.org) through the entire lifecycle of its development, including alpha and pilot releases to users across Texas. Used Javascript, JSON, XML, Apache Velocity, Java, JSP, MySQL and Hibernate to implement modern user interface designs, database design and refactoring, and general application improvements. Primary developer for messaging, networking, personal profile and other features. Acted as a technical adviser to the user interface design team. Worked with designers, testers, and other developers to achieve as high a level of polish with as few bugs as possible for all features of the site.

Redesigned and reimplemented the web-based user interface for the “Computer Assisted Dispute Resolution (CADRe)” project. Improved both usability and marketability of the product by simplifying the interface and making it more attractive through the use of Web 2.0 techniques.

Acted as both technical writer, editor and proofreader on a professional software documentation project for the U.S. Army’s ExCIS

fire support simulation system.

Hypersphere Project - (April 2003 – February 2005)

Lead Programmer/Designer

Part of a two-person team that developed a web-based fantasy sports. Designed and developed both the game engine and custom AI routines which will simulate each match by determining the move-by-move actions of each computer-controlled player in the game. Co-Designed the user interface and gameplay features. Presented the project at the 2nd Annual Game Development Conference at the University of Texas, which focused on artificial intelligence in games.

Exegetics, Inc.- Blacksburg, Virginia (Jan. 2001 - May 2002)

Software Engineer

Member of the software engineering team responsible for developing systems to utilize computer vision algorithms. Developed three completed and shipped software systems. Designed a distributed processing environment utilizing TCP/IP and several proprietary network protocols. Produced software development and network data analysis tools using the C++ Win32 API and Delphi. Isolated a key software flaw in a 3rd party software package being used by one of Exegetics' main products and developed a recommendation for correcting it, and working around it. Responsible for maintaining and improving code used in image manipulation and pattern matching algorithms. Adapted existing legacy code to work with current projects. Developed a complete software API used in a custom computer vision project.

Nebula:2130 MUSH - (June 1999 - June 2001)

Programmer/Designer

Produced artificial-intelligence systems and added them to the existing code of the project. Developed a completely functional mini role-playing game using ASCII "graphics" and embedded it within the main program. Maintained system code base. Participated in development meetings and contributed to system and game design documents.

Other Experience

Federal Bureau of Investigation - Washington D.C. (Dec. 1996 - August 1998)

Tour Leader

Seasonal, full-time work. Lead tourist groups through tour route at FBI Headquarters, describing and explaining FBI duties and functions and answering questions. Assigned a "TOP SECRET" level security clearance.

Skills

Programming and Scripting Languages:

Objective-C, Java, Ruby, Ruby on Rails, JavaScript, MooTools, J-Query, AJAX, JSP, C/C++, C#, HTML, PHP, MySQL, Apache Velocity, Selenium, Ant, Visual Basic, Unix shell scripting, DirectX, Adobe Flash, Borland Delphi, Assembly, LISP, Cold Fusion

Software Packages:

XCode, Microsoft Visual Studio, Borland Delphi, gcc, Microsoft Office scripting tools, VIM, Eclipse

Operating Systems:

OSX, Windows 3.x/95/98/NT 4.x/2000/Xp/Vista, Linux (Mandrake, Debian, SuSE, Redhat, Ubuntu)