# Matthew Fernandez

## Software Development | Education

#### **CERTIFICATIONS**

Florida Temporary Educator Certificate Mathematics Grades 6-12

#### **WORK EXPERIENCE**

December 2024 - Present | Santa Fe College Academy

#### Teacher - Geometry/Programming Fundamentals

- Succeeded in getting an above county-average pass-rate for my Geometry students.
- Prepared and presented educational content on a daily basis.
- Organized student assignments, class curricula, and gradebooks across multiple courses.
- Developed an understanding for professional communication and the workplace environment.
- Served as students' first stop for IT-related issues.

### PROJECT EXPERIENCE

January 2023 - December - 2023 | Four Person Team

#### Cue-Cetera - Facial Cue Recognition App

- Headed development of page routing and the User Interface.
- Integrated several pre-existing packages to fit our application's unique design goals.
- Exercised clean code protocols by modularizing the former codebase to make future work and debugging easier.
- Collaborated with team by using Agile Development methodologies.

January 2022 - May 2022 | Four Person Team

#### Descent - Single Player Boss-Rush Prototype

- Scripted Movement and Combat Logic for the playable Angler character, using coroutines and kinematics.
- Handled player animation integration, using enumerated move states with freely available Mixamo animations.
- Integrated music, art, animations, and logic into functional boss battles.



(954) 668-8778



fernandezmatthewkyle@gmail.com



https://www.linkedin.com/in/matthew-kyle-fernandez/



https://fernandezmatthew.github.io

#### **EDUCATION**

2021 - 2024

#### University of Florida,

Gainesville, FL

Bachelor of Science, Computer Engineering

GPA - 3.72

2018 - 2020

#### Santa Fe College,

Gainesville, FL Associate of Arts, Engineering GPA - 3.93

#### **Relevant Skills**

#### Programming/Hardware Languages -

C/C++ (5 years)

Java (2 years)

C# (3 years)

VHDL (1 year)

XML, CSS, HTML (< 1 year)

Various Assembly Languages

#### **User-Interface Implementation -**

Image Editing

I/O Processing

**Back-End Linking** 

#### Hardware Design -

FSM Controllers

**CPU** Datapaths

**Instruction Set Architectures** 

#### Teaching / Tutoring -

Mathematics

Computer Science