Matthew Soucy

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TECHNICAL SKILLS

- Strong programming skills in C++, D, and Python
- Working knowledge of CMake, Regular Expressions, C#, C, LaTeX, Java, Haskell, Kotlin, and Javascript
- Familiar with the Git, Mercurial, ClearCase, and Subversion version control systems
- Background in development for Linux, Windows, and real-time embedded systems (Integrity)

EXPERIENCE

Senior Software Engineer *BAE Systems, Inc., Nashua NH* January 2016 - *ongoing*
Developed and redesigned simulation tools for Electronic Warfare using a real-time embedded system. Developed programs in C++, Python, and Perl to fix and enhance in-house tools for testing and version control enhancement. Work requires a Secret-level security clearance. Intern from 2011-2015.

Software Mentor *FIRST Robotics Team 166, Merrimack NH* Fall 2011 - *ongoing*
Architected robot software design and development process. Maintained reusable code and infrastructure. Taught high school students introductory to moderate Java programming. Former student and recipient of the Dean's List award at the Granite State Regional in 2011.

Captain *FOSS@MAGIC, Rochester Institute of Technology* Fall 2014 - Spring 2015
Student leader for an initiative that promotes open source software development. Coordinated numerous "hackathon" programming events, trips, and demonstrations.

Grader & Student Lab Instructor *Rochester Institute of Technology* Fall 2012 - Winter 2013
Graded assignments and tutored students in beginning Computer Science sequence courses. Wrote a variety of tools to aid in plagiarism detection and grading accuracy and consistency. Instructed and assisted students during laboratory sessions. Administered tutoring hours twice a week.

EDUCATION

Rochester Institute of Technology, Rochester, NY *G.P.A. 3.150/4.0*
Bachelor of Science, Computer Science
Minors in ASL & Deaf Cultural Studies and Free and Open Source Software *Graduated December 2015*

RELEVANT PROJECTS

Reusable Robotics Software Library ("chopshoplib") Fall 2017 - *ongoing*
Software library for reusable components for the FIRST robotics competition. Designed as a compatible extension of the existing ecosystem, with a focus on making common patterns and testing easy.

Protocol Buffer Structure Generation Library ("dproto") Fall 2012 - *ongoing*
Serialization library implementing Google's Protocol Buffer syntax. Parses structure definitions at compile time and generates appropriate code to allow interfacing with tools written in other languages. Developed a black box implementation for the D programming language.

ClearCase library ("cleartoolscript") Summers 2011-2013
High-level shell wrapper in Python to work with the ClearCase version control system. Contains functionality to programmatically use the most commonly-required tools.

Open-Source Projects
Miscellaneous tools, libraries, and programs are available at http://github.com/msoucy

LEADERSHIP & OTHER ACTIVITIES

- Active member of Computer Science House at the Rochester Institute of Technology.
- Studied American Sign Language, Esperanto, and French
- Experience in the performing arts, including theater and music.

References provided upon request