

Matthew Cummings

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TECHNICAL SKILLS

Programming Languages: Java, JavaScript, Python, HTML, CSS, C++, C, Scheme, Prolog, Assembly
Tools & Platforms: Git, Docker, Excel, Android, SQL, Bash, Linux, Azure (DevOps), AWS (EC2, S3), Jira
Soft Skills: Communication, Problem-Solving, Collaboration, Self-Directed Learning, Detail Oriented

WORK EXPERIENCE

Software Developer	<i>General Motors</i>	6/2023 – Present
<ul style="list-style-type: none">Elevated the quality and functionality of React Native and Java Spring Boot applications through rigorous bug fixing, updates, and the implementation of robust JUnit tests with Mockito, ensuring optimal user experience.Rescued a stalled Spring Boot microservice by rapidly identifying and resolving persistent crashes within the Pivotal Cloud Foundry (PCF) servers utilizing ELK logging to diagnose, demonstrating a strong troubleshooting aptitude and dedication to maintaining system stability.Contributed to migration efforts of legacy applications from Pivotal Cloud Foundry (PCF) to Kubernetes and Docker, containerizing critical systems for enhanced scalability and efficiency.		
Software Engineer	<i>Auction Synergy</i>	11/2018 – 6/2023
<ul style="list-style-type: none">Innovate current business processes by designing solutions to real-world business use cases based on stakeholder collaboration. Demonstrates proficiency in design, communication, and software development.Design, develop, and maintain Android Java mobile application to automate internal business processes. Demonstrates proficiency in customer focus, self-directed learning, and adaptability.Design, develop, and maintain custom logistics management module developed with Google Cloud Scripts & Python (Selenium). Showcases skills in problem-solving and data aggregation.		
Web Developer	<i>Phoenix College</i>	6/2020 – 6/2023
<ul style="list-style-type: none">Demonstrated expertise in iterative stakeholder driven design to elicit and implement software requirements.Showcased proficiency in front-end web development technologies by creating JavaScript web applications. (GeoAngles, Multibase N Blocks, Fraction Multiplication with Paper Folding)		
Software Engineer Intern	<i>Qwick</i>	5/2020 – 8/2020
<ul style="list-style-type: none">Developed in AWS and generated GitLab wiki resources for internal use based on the current codebase. Demonstrates proficiency in code comprehension, documentation, and collaboration tools.Gained exposure to DevOps and Agile methodologies through active participation in scrum and CEO-led round table meetings.		

EDUCATION

Bachelor of Science in Software Engineering	<i>Arizona State University, Tempe, AZ</i>	6/2021 – 5/2023
<ul style="list-style-type: none">Summa Cum Laude (GPA: 4.0)Dean's List (all semesters)		