Matthew Stafford

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Software 'DevOps' Associate at Lockheed Martin. Part of a team responsible for the cultivation, deployment, and hosting of modern CI/CD tools. Provide SaaS to other teams to enable modernized software life-cycle practices. Responsible for researching and deploying a scalable Kubernetes infrastructure. Previously spent three years researching smartphone applications for rehabilitation.

🎓 Education

- College: University at Buffalo (SUNY)
- Major: Computer Science
- Enrolled: 2014-2018
- Degree: Computer Science B.S.
- GPA: 3.545
- Relevant Classes: Java Intro I&II, Data Structures, Theory of Computation, Introduction to Machine Learning, Algorithms, Intro to JavaScript, Software Engineering(Agile programming intro), Intro to Cyber Security, Real Time Embedded Systems

🏔 Work Experience

Lockheed Martin   **Space Systems**
Software 'DevOps' Engineer   *July 2018–Present*
- Develop automation tools and processes through Ansible and Terraform.
- Research and Develop Rancher infrastructure for scalable on-prem Kubernetes cluster.
- Configure Jenkins pipelines with Gitlab, static analysis, coverage reports, unit testing, and artifact repositories.
- Manage OpenShift templates and developing RHEL based docker images.
- Research and create automated Selenium unit tests suite.
- Research, develop, and providing training for TestArchitect based automated testing.

The Embedded Sensing and Computing (ESC) Lab   **University at Buffalo**
Student Researcher   *August 2014–Present*
- Developed a 'Stroke Rehabilitation System' that uses a smartphone, smart watch, and 3-D printed cup. Provides stroke sufferers with a rehabilitation tool that tracks and provides feedback to users during their exercises.
- Designed the system top down from user interface, to real time data analysis, cloud storage solutions, and large scale data analysis of user data.
- Developed 'Flappy Breath', an Android application that uses a patient's breathing as a game interface. Designed as a rehabilitation system for sufferers of Chronic Obstructive Pulmonary Disease (COPD).

Summer REU: Security of Mobile Devices and Wireless Networks   **New York Institute of Technology**
Research Assistant   *Summer 2017*
- Developed and Authored 'TETRIS: Smartphone-to-Smartphone Screen-Based Visible Light Communication'
- Responsibilities included developing Android Application, crafting research paper, and data collection.
- Co-Authored 'Indoor Localization through Visible Light Characterization using Front-Facing Smartphone Camera'

The Fisher-Price Early Childhood Research   **University at Buffalo**
Student Assistant   *September 2016–June 2017*
- Developing an interactive book for children that uses an Android tablet to display pages, play narration, and colorfully animate the story.
- Tracks child's gaze and touches on tablet's screen.
- Maps data into a graphical interface for clearer understanding of data.

🏆 Awards and Certifications

- AWS Certified Cloud Practitioner
- UBHack Nights Sponsored by Google - 'Best Design' and 'Google's Best Use of Google Cloud API'
- Major League Hacking Season 18 University at Buffalo '1st Place' and 'Best Hack that Improves or Works to Preserve the Environment'
- First place ribbon at CSE 50th Anniversary Celebration presenting 'Stroke Rehab' poster - September 30th, 2016 and October 3, 2017

📄 Published Papers

- 'TETRIS: Smartphone-to-Smartphone Screen-Based Visible Light Communication'
- 'Flappy Breath'
- 'Indoor localization through visible light characterization using Front-Facing smartphone camera'

⌨ Projects

- Smart Coffee Maker
- · Augmented inexpensive coffee maker with temperature, water level, an automatic shutoff sensors
- · Flask-Based web application to display coffee's brewing analytics
- · Twitter enabled activation
- Smartphone Enabled Scheduler
- · Developed smartphone based scheduling application
- · Uses Google's Calendar API, Node.js, Mongo DB, and Java Spring to cross reference user's calendar data.

⚙ Technical and Personal skills

- Programming Languages:
- · Proficient: Java, XML, Android Studio Development, Real Time data analysis
- · Familiar: Terraform, Ansible, Helm, Rancher, Kubernetes, Docker, Jenkins, Openstack, AWS S3, AWS Cognito, Python, Git, GitHub, JavaScript, Node.js

- General Skills: History of professional presentations (Poster & Sideshow), Experienced in team based research projects, Actively communicates project to both technical and non-technical clients