

Matthew C. Thompson

matthewbot@ufl.edu
(904) 294-3668

47041001 Springs Complex
Gainesville, FL 32612-4701

Objective

Design software architecture for cutting edge robotics.

Skills and Accomplishments

Programming Languages	Fluent in modern C/C++ practices including C++0x and the BOOST libraries. Also have experience in Haskell, Python, SQL, and PHP.
Software Design	Designed a custom software stack around the Lua scripting language and RAD principles to gain a competitive advantage in Botball.
Robotics Fundamentals	Created a hardware abstraction layer for SubjuGator. Implemented Kalman filter for a quadrotor helicopter.
Infrastructure and Tool development	Experience in creating complex build systems targeting multiple architectures using CMake. Experience integrating git into a team work flow.
Embedded Development	Experience with AVR and ARM processors. Experience with embedded Linux, OpenEmbedded, and Gumstix computer on a module.

Education

- ✦ Enrolled at University of Florida College of Engineering, expected Bachelors of Science, Computer Engineering in 2014

Employment History

- ✦ Digital Logic Teaching Assistant, University of Florida, Summer 2011
- ✦ Undergraduate Researcher, Machine Intelligence Lab, University of Florida, Fall 2010 - Present

Professional Societies

- ✦ IEEE (Software team leader for 2011-2012)