

Matthew Radtke

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Personal Profile

A strong work ethic with a passion for solving problems, I am a high achieving software developer who seeks to do things with high standards and accountability. My education and experience from web development to computer graphics have shown me that there are no problems that I cannot solve. I am a fast learner who seeks to understand the latest best practices and methodologies, and I am eager to explore new challenges.

Education

Trinity College Dublin

MSc in Computer Science

With Distinction

Dublin, Ireland

September 2022 – August 2023

University Of Wisconsin - Madison

BS in Computer Science

GPA: 3.5

Madison, WI

September 2016 – December 2019

Work Experience

Miller Electric

Sitecore Developer

- Work with digital marketing team members to implement front and backend features in a Sitecore C# Environment
- Troubleshoot and create solutions for various issues via ticketing system
- Develop tools to integrate and synchronize product information for multiple companies across multiple environments
- Develop C# API endpoints to integrate with internal systems and public facing websites
- Research technologies and design new solutions to be scalable and reusable for various business needs

Appleton, WI

January 2020 – Present

Miller Electric

Web Developer Intern

- Rebuilt outdated internal applications with C in .net core and MVC to be more accessible by users and maintainable by developers
- Built custom full stack applications from scratch for assisting order validation and shipping in C#

Appleton, WI

May 2018 – January 2020

Skills

Programming Languages

C#, JavaScript, jQuery, SQL, Java, C++, C, Python

Programming Skills

Machine Learning, Web Development, Asynchronous Programming, Unit Testing, TDD, Extreme Programming

Technologies & Tools

.Net Framework, .Net Core, Blazor, MVC, Sitecore, Microsoft Azure, Git, SSMS, Powershell, Entity Framework, Linq
Unity, Unreal Engine, OpenGL, Linux, bash, SKLearn

Projects

Gesture Recognition and Interaction in Augmented Reality

Master's thesis focused on hand gesture interaction based on recognition of static hand poses in AR.

Trained and compared machine learning models from selected features for pose recognition.

Unity, C#, Python, SKLearn

[Github Repo](#)

VR Art Gallery

VR Art Gallery implemented with a team of 8 members using Extreme Programming. Features include the ability of creating and joining multiplayer sessions, load existing art gallery presets, interact with DALL-E API to generate AI art based on the users voice, and the ability to draw in the art gallery.

Unity, C#

[Youtube Demonstration](#)

Minecraft C++ OpenGL

Minecraft clone created in C++ OpenGL with a team of 2. Challenges included structuring world into manageable data structures to efficiently render the world. Optimizations include frustum and distance culling, and a delta data structure to store the world changes. Used value noise to generate terrain.

C++, OpenGL

[Github Repo](#)

C++ Object Relational Mapper

Passion project that reads from a sqlite database file and generates C++ files and classes programmatically, mimicking the functionality of Entity Framework. This allows a C++ program to interact with and modify a sqlite database via object oriented programming.

C++, sqlite

[Github Repo](#)