

Matt Smith

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Education

University of Victoria

Bachelor of Software Engineering

Victoria, BC

Sep. 2021 - Aug. 2026

- **Relevant Coursework:** Software Architecture, Software Testing, Algorithms & Data structures, Databases, Security Engineering, Data Mining, Requirements Engineering, Computer Networks.

Technical Skills

Languages: TypeScript, Python, SQL, Go, Java, PHP, C#

Frameworks: Next.js, React, React Native, Angular, Django, .NET, Ionic, Prisma, GraphQL

Developer Tools: Git, Docker, PostgreSQL, Linux, Raspberry Pi, Firebase, Oracle Cloud Services

Projects

Head of Software | UVic UAV Team

Sep. 2024 – Present

- Managed a team of 5 developers to build software for an urban firefighting drone in a national UAV competition.
- Created a flight mode to autonomously detect and extinguish fire targets using a YOLO object detection model trained on 350 images and optimized to run at 60 FPS with an onboard Hailo-8 NPU chip.
- Developed a flight simulation system using **Docker** to emulate our drone's hardware, allowing the software team to shorten our testing cycle from days to minutes and significantly reduce risk to our vehicle.

Software Developer | UVic Rocketry Team

Jan. 2023 – May 2023

- Developed and tested a Ground Support System using **React**, **Mongo DB**, and **Python** to track rocket telemetry and simulate flights, contributing to the team's first successful supersonic launch.

Work Experience

Software Engineer

April. 2025 – Aug. 2025

Primer Microschools

San Francisco, CA

- Took ownership of multiple 0-1 projects across full stack web and mobile, built with **Next.js** and **React Native**.
- Led development of the calendar system to support editable schedules for teachers, parents, and students. Built with **Typescript** and **GraphQL** to optimize database interaction for one of the most used features.
- Created a schedule-solver for placement of 800 students, 40 classrooms, and 16 virtual teachers across 3 timezones while optimizing complex variables (such as minimizing spread of math level in classes).
- Thrived in a high-performance startup environment, extending weeks to over 60 hours to push aggressive deadlines and deliver high-quality software.

Full Stack Developer

May 2023 – Sep. 2023

Schneider Electric

Victoria, BC

- Developed an electrical monitoring web app to deliver energy reports and fine-tuned my software process for working on safety-critical systems that require excellent attention to detail.
- Organized a series of meetings with my team to address conflict between the devs and new scrum master, resulting in a helpful understanding of expectations and tighter cohesion.

Internal Applications Developer

Mar. 2021 – Sep. 2021

Searchspring

Victoria, BC (Remote)

- Developed an automated deployment system to centralize product releases from multiple cloud services using **Go** and **Typescript**, reducing deployment time and complexity.
- Built an internal project management tool with **React** to handle Jira tickets in a custom kanban dashboard, gathering and implementing requirements from all sub-teams across the company.

App Developer

Sep. 2020 – Dec. 2020

Tesla

Victoria, BC (Remote)

- Modernized a legacy design tool by transitioning from a command-line interface to a desktop app using **Typescript** and **Ionic**, improving usability and reducing design iteration cycles by 95%.
- Collaborated with mechanical engineers to gather requirements and brainstorm new features, ensuring weekly updates met project needs.