# MATTHEW KALMAN

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## EDUCATION

**Drexel University**                                                    Anticipated Graduation: 2027
*Bachelor of Science in Computer Science*                                              Philadelphia, PA

## RELEVANT COURSEWORK

- Computer Programming I, II
- Math Foundations of Computer Science
- Advanced Programming Tools and Techniques
- Computing and Informatics Design I, II, III
- Intro to Software Engineering and Development
- Calculus I, II

## SKILLS

**Programming:** Python, C, C++, SQL, HTML, CSS, Java, JavaScript, Bash, Racket, SDL
**Software:** Microsoft Office, Git, GitHub, GitLab, Visual Studio, VS Code, Snowflake, Tableau, ServiceNow

## WORK EXPERIENCE

**iSoftStone (Consultant for Tapestry)**                                    April – September 2024
*Application Management Services Team Member*                                   Bellevue, WA (Remote)

- Provided business support and analysis for Tapestry, Inc. for their cloud-based supply chain collaboration platform ecVision, supporting around 1,500 users globally
- Administered training for business partners and internal support team members on various ecVision modules
- Tested system defects, enhancements, and general functionality on Tapestry's product data systems in QA environment
- Part of a global support team (US & Malaysia) responsible for resolving on average 350 IT tickets per month
- Analyzed Supply Chain Data Analytics in a Snowflake database using SQL and Microsoft Excel

**Best Buy**                                                          December 2021 – July 2022
*Home Theater Attendant*                                                          East Hanover, NJ

- Drove a positive customer experience by providing solutions to their home theater needs
- Utilized product knowledge to educate customers, allowing them to make an informed purchase
- Ensured that an adequate supply of product was on display for customers to demo and purchase
- Processed customer payments, returns, and trade-ins

**The Funplex**                                                            May – August 2021
*Arcade Attendant*                                                                East Hanover, NJ

- Enhanced fun and safety in gaming experiences for players by supervising the virtual reality machine
- Ensured satisfaction for children and adults by creating a welcoming environment at the prize counter
- Cleaned and maintained the arcade space for a safe and fun gaming experience

## PROJECTS

**Fitfusion Application Project**                                          January – June 2023
*Drexel University*

- Created an application with three other team members that allowed user to track diet and exercise
- Developed backend gym-finder function allowing user to find gyms based on zip code within a five-mile radius using Google Maps API and Python
- Added functionality that allows user to find a gym that best fits their needs based on online reviews

**Solitaire**                                                         January – February 2021
*Independent*

- Designed and programmed a solitaire game using the SDL library in C++
- Implemented auto-solve functionality for when player has flipped over all cards