Matthew D. Pestillo

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Education 2 years at Western New England University (Computer Engineering) in Springfield, MA

Development

- Independently created iPhone App on App Store: "Spacetronaut" (3 Months of C# programming using Unity (computer physics engine))
- Independently created Windows Phone App UI for Realized Solutions, Inc.; performed most tasks on the app's UI and also updated some of the backend system using WCF services
- Created 20+ personal automation windows/smartphone applications in C# & SQL

Experience

Schroth Systems, East Hampton, CT
Consultant Nov 2019 - Present
CT Business Consulting, Hartford, CT
Account Executive (Sales) Dec 2017 - Feb 2018
P2 Automation, Southington, CT
Windows Forms Programmer and C# Developer Jan - Jul 2017
Realized Solutions, Inc. Southington, CT
Web and Software Development in Visual Studio Intern Jun 2015 - May 2016
BL Companies, Meriden, CT
Mechanical Engineering Intern Jan - Mar 2013
Emendee Technologies, LLC, Southington, CT
Marketing Manager, Office Administrator Jan 2011- Dec 2012

Projects

- "Boe-bot" – Arduino coding (in C) to control the direction/speed of a model vehicle
- "Smart Heartbeat Sensor" – Used Arduino programming (in C) in conjunction with a heart rate sensor to estimate (theoretical) patients' necessary oxygen intake, which rotated the oxygen supply's output dial precisely using a servo motor
- Wooden Truss Bridge (model) – stress, strain, and force calculations
- CAD Models: drafting, part design, assemblies; proficient at Autodesk Inventor
- Breadboard Circuits – Operated digital clock/other circuits and audio devices
- Precision Ping-Pong Ball Launcher – Physics Calculations: launch angle, distance, height, velocity, acceleration, force
- Syringe Robot – X, Y, and Z direction control of a hydraulic arm using syringes
    - "Robot-C" computer programming and simulation
- Programmed a CNC machine to perform complex cuts in marble tiles & wood
- Invented & 3D-Printed a Touch-Device Clamp for Marching Band Instruments

Activities

Hackerspace club – app games and virtual reality (Unity) (2014-2016)
ACE Club (Architecture, Construction, and Engineering) (2013-2014)
Math Club (2013-2014)
Drummer in two local bands (2014-2016)
Project Discover [the local Gifted & Talented program] (2004-2010)

Skills C#, .NET, SQL (ADO.net), Java (basics and 2D Games), ASP.net, HTML/CSS, JavaScript, Python, PHP, etc.

Awards Merit Scholarship at Western New England University ACE Scholarship