# Matic Likar

https://matic.likar.me
matic@likar.me

## SKILLS

JavaScript, Python, C#, Java, C, GDscript, HTML/CSS

Vim, Git, Godot, Astro, TailwindCSS, Unity, Node.js, React, WebGL

English, Slovenian

## INTERESTS

I enjoy folding origami, reading, watching movies, walking, and going to the gym!

## EDUCATION

**University of California Davis, CA**
MSc in Computer Science | Sep 2021 - Dec 2022

**University of California Santa Cruz, CA**
BS in Computer Science | Sep 2017 - Dec 2020

## EXPERIENCE

**Programmer Analyst**
Oregon Bankruptcy Court | Aug 2026 - Present

- Promoted to administrator of courtroom technology, workstation software, and communication systems, with expanded programming duties
- Removed 120 dead-code files from a decades-old, business-critical codebase after verifying each was unused, making the code easier to analyze and follow; documented the cleanup and archived the files for future reference

**Systems Analyst / Programmer**
Oregon Bankruptcy Court | Jul 2023 - Aug 2026

- Rewrote a search script for a large, mission-critical codebase, using xargs to parallelize grep and cutting search time from 10 minutes to 2
- Built an automated deployment process that standardized laptop configurations, cutting build time from 3 days to 8 hours across dozens of annual deployments
- Built a suite of scripts that automate installation and configuration of developer applications, reducing setup time and ensuring consistency across all machines

**Software Developer**
Digital Copilot | Aug 2025 - Jan 2026

- Implemented an algorithm that predicts aircraft positions during takeoff and landing from historical ADS-B data, flagging potential collisions up to 90 seconds in advance and validated against several real-world incidents
- Wrote a Godot application to visualize and analyze predicted flight paths for aircraft at a given airport, featuring an interactive interface and dynamic collision warnings
- Developed a Python solution to collect flight data, interpolate missing or incomplete records, and structure it into a standardized internal format for testing and analysis

**Open Source Contributor**
Standard Ebooks | Feb 2020 - Apr 2023

- Produced 13 books for Standard Ebooks, a volunteer-run project which produces free, open source modern editions of public domain ebooks formatted for readability
- Contributed Python code to the open source tools used for production
- Promoted to reviewer after two years, checking other contributors' books for typos and formatting issues before publication

**Software Engineer**
CloudMondo, Internship | Jun - Jul 2017

- Worked on both Android and iOS app for access node provisioning
- Made GUI and functional changes to improve app readability, and power consumption