Matthew Myers

https://matmyers.github.io

Education

University of Michigan
Sept. 2015 to May 2019

Computer Science and Engineering (GPA 3.16)

Relevant Courses:
- Video Game Development (EECS 494)
- Web Systems (EECS 485)
- User Interface Development (EECS 493)
- Database Management Systems (EECS 484)
- Data Structures and Algorithms (EECS 281)
- Software Engineering (EECS 481)

Projects

The Legend of Zelda Recreation and Custom Level
- Developed an authentic recreation of the original Legend of Zelda's first dungeon using Unity Game Engine and Unity Collab
- Implemented a custom mechanic and designed a mini-dungeon revolving around this mechanic

Pokébuild
- Developed a teambuilder for competitive Pokémon with new features such as team recommendations and a speed comparison tool
- Front end single page application built with Angular 6 framework, utilizing TypeScript, HTML, and Bootstrap 4

Insta485
- Collaborated with a team to build an Instagram clone, which involved a static site generator from templates, server-side dynamic pages, and client-side dynamic pages
- Constructed a REST API, a client app in JavaScript, and learned about HTTP cookies, CRUD, and basic SQL database usage

Ave Maria School of Law Mobile Application
- Developed a prototype for a mobile application with Swift in Xcode that provides useful information for AMSL students and employees
- Utilized MVC framework in app workflow, GitHub for hosting JSON and sharing files with the AMSL web developer

Professional Experience

Ave Maria School of Law
Naples, FL

IT Intern
May 2017 to Aug. 2017

- Created web applications with ASP.NET and C# in Visual Studio, with connection to SQL databases, worked on mobile app prototype detailed above

Hacker Fellows

2019 Fellowship Program

- Chosen one of fifteen to participate in Hacker Fellows Year-Long Fellowship program, land a software development position with a technology startup and grow connections in Michigan's venture capital community

Skills

Programming Languages/Frameworks: C++, C#, JavaScript, Angular, Vue, Python, Ruby, Swift, ASP.NET

Programming Software: Unity, VSCode, Git, Xcode

Platforms: Mac OS, Linux, Windows

Other tools: HTML/CSS, Bootstrap, SQL, Refactoring, TDD

Activities

Wolverine Soft
UMich game development club - Created several basic 2D games in Unity and engaged in game developer's approach to problem-solving

National Novel Writing Month
Completed challenge to write a 40,000-word book in one month, demonstrating determination and ability to meet a large-scale project deadline

Contact

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