

Matthew Jury

<http://www.matthewjury.com/>

Seeking a Junior Full Stack Developer position

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EXPERIENCE

XI Media, Orlando, FL. REMOTE — Full Stack Developer

Jun. 2020 - PRESENT

- Work on a team with an agile workflow.
- Develop new websites and work on large codebases
- Deploy and update our web applications
- Communicate with team and management and explain difficult concepts in easy-to-understand terminology.
- Utilize JavaScript/React, Python/Flask, Postgres, MySQL, Docker, and HTML5/CSS

PROJECTS

My Resume Website -- Ruby on Rails, HTML/CSS, JavaScript www.matthewjury.com

Following the MVC design pattern, I utilized an HTML template to create a beautiful portfolio. Used particles.js library to make the landing page look nicer. Leveraged Postgresql to handle my blog posts.

Budget Calculator -- React.JS Project utilizing Firebase API www.matthewjury.com/budget-calculator

This project showcases my React.JS abilities and API skills. Created a CRUD interface to interact with an open Firebase API. Enter your budget and add items to your cart, this website will tell you if you are over, under, or within the budget.

TETRIS -- C# Windows Game

Making this project was so much harder than expected for several reasons. The collision was basic, until you realize that you can rotate pieces into other, already set, pieces. Writing the collision algorithm was quite a task but I am very happy with the result.

Particle-Kaboom! -- C++ SDL2

Using the SDL library, I created and altered a screen buffer. Using math and different algorithms to make pixels EXPLODE from the center of the screen. This was quite a tough project and took some time to create.

SKILLS

- HTML/CSS
- JavaScript
- C/C++
- C#
- Python
- Java
- SQL
- Ruby

LANGUAGES

1. English
2. Spanish, not fluent... yet

[All my projects are listed here at my GitHub:](#)

<https://github.com/BlueLovin>