

# Matthew Douglas

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[LinkedIn](#)

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## Highlights of Qualifications

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- 5 years experience with game development in both Unity (C#) and Unreal (C++) game engines in both professional and personal environments
- 3 years professional experience in web development with popular front end frameworks (React and Angular) using both JavaScript and TypeScript
- Worked with server-side RESTful APIs in both a C# and nodeJS Environment
- Proficient in hierarchical and modular programming
- Confident in debugging to find and resolve complicated issues
- Able to profile code, and optimize accordingly for intended platforms
- Learns quickly by using effective research and deliberate practice
- Participated in various Game Jams and Internal Hackathons.

## Languages:

JavaScript, Typescript, HTML/CSS, JSON, C#, C++, SQL

## Software:

React, Unity, Unreal, Firebase, React Native, Angular, Ionic, Material-UI/Angular Material, NodeJs, ExpressJS, Microsoft Visual Studio (and Code), GitHub, JIRA, Slack, Trello

## Education

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### Computer Programmer Analyst, Advanced Diploma

Sept. 2017 – Dec. 2020

Fanshawe College, London

- Dean's Honour Roll

### Video Game Design and Development, Diploma

Apr. 2015 – Sept. 2016

Toronto Film School at RCC Institute of Technology, Toronto

- Graduated with distinction (4.0 GPA)
- Worked as a tutor for first semester students and assisted at open house events

## Experience

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### Software Developer

Nov. 2021 – Present

Geotab

- Working in the Data & Analytics department, specifically data visualization.
- Creating front-end UI solutions using vanilla Typescript and internal components (no frameworks)
- Assisting with back-end server API logic that accesses various data sources

### CoverMe Pro (Web application) - Full Stack Developer (contract)

Nov. 2021 – Present

CoverMe

- Design and development the front-end web application using React, Typescript, and Material-UI
- Create express server logic with Firebase Cloud Functions to deploy and use to communicate with database
- Set up bi-weekly sprints and deliverables to Client using JIRA

### Web Developer

Aug. 2021 – Nov. 2021

Holmetrics

- Assisted with design and creation of Front-End Web applications that presents analytical data and allows users to interact with
- Helped with deployment of the node JS server that holds the react web app build into a AWS EC2 instance.
- Took initiative and created various documentations that highlight the front-end web application (coding standards, 3rd party dependencies, branching strategies, and deployment processes)

### Junior Programmer

Nov. 2020 – Sept. 2021

Mikutech/Joydrop Ltd.

- Work on various game and web app projects (React/Typescript) throughout the company
- Complete tasks issued through JIRA on numerous projects
- Support an AGILE environment by leading daily stand-ups, weekly updates, and meetings with clients
- Provide development estimates on potential projects

### Neurobody (Mobile App) - Full Stack Developer (Contract)

Nov.2020 - Oct.2021

Illuminative Inc

- User Authentication and database handling through firebase APIs
- Integrate Exercise Library database with filtering and workout building functionality
- 3D Exercise animation view with timeline manipulation and camera adjustments
- User progress and results tracking and recommendations

### **Software Developer – 3rd Co-op/Full-Time Job**

Jan. 2020 – Nov.2020

Media Sonar Technologies Inc.

- Developed client-side components and services using the Angular Framework
- Worked with RESTful API logic to communicate between client/server
- Incorporated the AGILE environment with bi-weekly sprints, retros, and daily stand ups
- Debugged and resolved existing code issues

### **Chatnonyous (Personal Project - Chat Application)**

Mar. 2020 - Apr. 2020

Matthew Walter Douglas

- Created Client side using React and reusable components (Material UI)
- Created a server side using NodeJS and sockets
- Used two separate git repositories for client and server
- Deployed App on Heroku

### **Rocket Recover (Published Android/iOS Game)**

Jan. 2020 – Jun. 2020

Cat Splat Studios

- Player management and movement mechanics (including camera shifts)
- Obstacle and power up spawning system
- Player store and customization features
- Google play and App store integration

### **Junior Software Developer – 2nd Co-op**

Sept. 2019 – Dec. 2019

LBMX

- Build, test, and deploy responsive web applications
- Create REST/JSON web services with unit tests
- Participate in planning and feature estimate scoping
- Debugged and resolved existing code issues

### **Technical Director**

Aug. 2019 - Mar. 2021

Cat Splat Studios

- Deciding software requirement
- Designating programming task and workflow
- Developing solutions to technical problems
- Various primary programming tasks for game mechanics

### **Software Developer – 1st Co-op/Part-Time Job**

Jan. 2019 – Sept. 2019

Media Sonar Technologies Inc.

- Developed client-side components and services using the Angular Framework

- Worked with RESTful API logic to communicate between client/server
- Incorporated the AGILE environment with bi-weekly sprints, retros, and daily stand ups
- Debugged and resolved existing code issues

**Rage of Pluto – Mobile Game (Unity)**

Nov. 2017 – Oct. 2018

Gameplay Programmer, Red North Studios

- Solved various performance issues by profiling and optimizing code
- Implemented several in game mechanics including enemies and projectiles
- Programmed HUD functionality for score calculations
- Presented gameplay at events (Game Slice – London, Game On! – Barrie)

**Capstan Gate – Student Game Project (Unreal Engine 4)**

Sept. 2015 – Sept. 2016

Technical Lead, Toronto Film School

- Made technical decisions and designed programming workflow
- Implemented the first-person player mechanics (movement and interactions)
- Completely designed enemy AI Logic that included patrolling, sensing, and engaging
- Programmed takedown functionality between player and enemies