

# Matthew Douglas

Developer, Manager, and Educator

727 Blackacres Blvd  
London, ON, N6G 0J1  
(226) 237-1409  
matthew@bytesizecoder.ca

## EXPERIENCE

### Full Circle TMS — *Software Engineer*

January 2024 - Present

- Assist in development of their Transport Management Software web application as full stack developer
- Recreate their driver mobile application in React-Native for up to date tools and user experience

### Fanshawe College — *Part time Professor*

January 2024 - Present

- Currently teaching Intro to Linux course and prepping an full-stack development course in the CPA program
- Taught the Game Component Integration course in the Game Development program
- Provide students with knowledge and experience to help their transition into the industry

### Chaac Technologies — *VR Developer/Software Development Manager*

October 2023 - October 2024

- Assist on creating VR applications using C# Unity
- Worked on Multiplayer Naval Ship formation application
- Took initiative in the Scrum Master Role to facilitate and educate best Scrum practices
- Also have assumed many development manager roles to help coordinate development and keep things on schedule

### Mikutech / Joydrop Ltd. — *Software Engineer*

October 2022 - January 2024

- Worked on Path of Titans as a gameplay programmer creating new abilities such as Area of Effect attacks and UI improvements (C++/Unreal)
- Assisted in Development and testing for Little Goody Two Shoes for console port

## SKILLS

JavaScript/TypeScript

C#

C++

React / Angular

Node/Express JS

NextJS

AGILE/SCRUM

Firebase

AWS Services

HTML/CSS

SQL

Unity 3D

Unreal Game Engine

Game Design

Python

TailwindCSS

Git

JIRA

## EDUCATION

Fanshawe College  
2017-2020

Advanced Diploma

Computer Programmer Analyst

Toronto Film School  
2015-2016

Diploma

Video Game Design &  
Development

## **Tradelite Solutions — Full-Stack Engineer**

July 2022 - June 2023

- Helped develop the alpha version of Mogaland, a Financial education mobile game platform (Unity)
- Utilize back-end AWS serverless (TypeScript) to implement user authentication and data storage
- Created UI systems to navigate through the world and interact with games

## **Geotab — Software Developer**

Oct 2021 - Jul 2022

- Worked in the Data Analytics department for data visualization
- Created front-end UI solutions using vanilla TypeScript and Internal components
- Developed NodeJS server APIs to retrieve data from Google BigQuery and Postgres databases

## **Holmetrics — Web Developer Contract**

Jul 2021 - Oct 2021

- Assisted with design and creation of front-end web application that presented analytical data for user to interact with (Tailwind CSS)
- Took initiative to mentor intern students and create various documentation for the application
- Responsible to deploy app to a Node JS server running on EC2 instance

## **Mikutech / Joydrop Ltd. — Game/Web Programmer**

Oct 2020 - Aug 2021

- Primary programmer for Doppeltone 1.0, a unity Desktop application for creating 3D spatial audio dance sequences
- Apart of a team responsible to create a video conferencing/collaborating web application using React, NodeJS, and AWS (S3 and EC2)
- Support and Agile environment by leading daily stand-ups, weekly update, and client meetings

## **Media Sonar — Software Developer (Co-op and Full-Time)**

Dec 2018 - Oct 2020

- Developed client-side components and services using Angular framework
- Worked with RESTful API logic to Analyze and filter large amount of data to present to client (C# .NET)

## **Certificates**

Professional Scrum Master 1

## **LINKS**

<https://bytesizecoder.ca/>

<https://github.com/Byte-Size-Coder>

## **INTERESTS**

Video/Board Games

Sports (Hockey, Soccer)

Dungeons & Dragons

Baking Bread

Camping & Hiking

## **OBJECTIVE**

Adaptable Software Engineer ready to support operations from conception through post-release support. Skilled creator of efficient code and exciting user experiences. Eager to elevate ongoing development projects or create novel software solutions geared towards driving increased usership.