

# Matthew McCane

## Software Engineer

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Software Engineer with a nontraditional background as a chef. Decade long experience working in a team environment and collaborating to accomplish the task at hand. Proven experience managing team members and bringing the best out of people. Eager to learn and quick to adapt.

## EXPERIENCE

**Formation** | *Software Engineering Fellow* | Remote July 2022 - Present

- Selected for highly-competitive Fellowship for personalized coaching from top-tier software engineers.
- Completed intensive training over 12 months to learn computer science fundamentals through coding exercises through independent study, pair programming, and small mentor-led groups.
- Awarded the weekly Rising Tide distinction 2 times as a result of peers nominating the Fellow who has been most helpful in their technical learning journey.

## PROJECTS

**Adventure Game** | [github](#) | April 2022 - April 2022 *Technologies: Python, Object Oriented Programming*

- Designed and developed an interactive text-based adventure game using Python and object-oriented programming principles.
- Showcased creativity and storytelling abilities by crafting engaging and diverse storylines and outcomes for players.
- Learned Python OOP concepts through Udacity's mentorship, which helped me better understand basic gaming development for adventure games.

**Rock, Paper, Scissors Game** | [github](#) | May 2022 - May 2022 *Technologies: Python, Object Oriented Programming*

- Designed and developed classes to represent the game and as well as human and computer players.
- Conducted user testing and incorporated feedback to improve the user experience and game functionality.
- Demonstrated proficiency in coding, debugging, and problem-solving by developing a working program that accurately follows the rules of Rock Paper Scissors.

## EDUCATION

**Udacity** | Remote March 2022 - May 2022 *Introduction to Programming*

**University of Toledo** | Toledo, OH August 2007 - May 2008 *Computer Science Engineering and Technology, minor in Film*

## SKILLS & INTERESTS

**Languages:** *Python, JavaScript and React*

**Skills:** HTML, CSS, DOM, Git, GitHub, Data Structures & Algorithms, OOP