Kevin Mathews

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SKILLS

JavaScript, React, Redux, HTML, CSS, Ruby, Ruby on Rails, Mongoose, MongoDB, Node.js, Express.js, SQL, SQLite3, PostgreSQL, Webpack, jQuery, Git, Heroku,Firebase

PROJECTS

Kevflix | *(React/Redux, Rails 5, AWS, ActionCable/Websockets)* **live** | **github**

Kevflix is a video content platform clone of the site, Netflix. It is made with Redux and React.js for the front end and Rails/PostgreSQL for the back end.

- Using action API's on the front end, functionality was designed that allows users to add, edit and delete lists containing their favorite titles.
- Using a combination of CSS and Javascript, a movie preview function was which allows movie trailers to enlarge and preview and repeat upon mouse hover.
- Using react routes and components the search function was constructed in which search terms are immediately matched partially or fully with characters present in a movie title or genre alongside its thumbnail.
- Implemented front and back end user authentication in which an email and hashed password of certain length are checked, stored and secured with BCrypt in order to sign up and access the site.
- Using profile constructors with react components, a profile's state, active status, deletion and creation can all be managed with up to 5 unique profiles.

Vodkabulary | *(MERN Stack)* **live** | **github**

Vodkabulary is a website that allows users to create, edit , share, rate and favorite the wide variety of drink combinations posted on the site.

- Through review components and actions coded on the front end a review functionality was constructed with crud functions and the ability to attach image files alongside it.
- Implemented a search functionality using axios in which a search component retrieves results from the drinks api by comparing the search term with words present in a drink title or recipe.

DoomSlayer | *(Javascript, HTML Canvas)* **live** | **github**

DoomSlayer is a game composed of 3 difficulty modes in which the player is placed in a marksman scenario in which the score is increased by accurately shooting enemies and achieving the highest score before either targets are missed or bullets are depleted.

- Created 3 different level/difficulty modes that contain unique level backgrounds,weapon details and parameters that have to be met for completion of a level.
- Through javascript functions, code was implemented to check enemy presence, movement and removal after a level is completed in order to smoothly transition to the next level.
- Accuracy, enemy count and enemy presence are calculated through separate event handler functions.
- Implemented a shoot feature in which coordinates are saved on mouse movement events and an interval is set to control gun rate of fire.
- Designed framework in which the score instance variable is incremented by 100 for every enemy defeated from player mouse contact.

EXPERIENCE

Geisinger Commonwealth School of Medicine

An Artificial Intelligence Tool to Aid in the Management of Mechanical Ventilation: a Proof-of-Concept Study (Sept 2018-Mar 2019)

- Instrumental in research and evaluation on the efficacy of an artificial intelligence tool as a supplementary tool in management of mechanical ventilation.
- Queried the Multi-parameter Intelligent Monitoring for Intensive Care III (MIMIC III), a database of patients admitted to the Beth Israel Deaconess Medical Center ICUs in Boston in order to gather data on ventilator standards.

St. John's Hospital in Bangalore, India (June 2014-September 2014)

- Efficiently Documented upwards of 50 patient documentations of weight, blood pressure, and heart rate per day.
- Designed and gave presentations concerning safe sex and hygienic practices to elderly or uneducated groups near Bangalore in native tongue.
- Performed as an oral translator between native malayalam speakers and english speakers

Goleta Valley Cottage Hospital Emergency Room (August 2015-May 2016) (4 hrs/week) (130 hrs tot)

- Instrumental in proper maintenance and disinfection of rooms, and transportation of lab materials.
- Positively impacted patient-hospital relationships through proper patient discharges and check-ins.

EDUCATION

App Academy (Jan 2021 - May 2021)

Geisinger Commonwealth School of Medicine (Aug 2018- Jul 2019)

M.S. Biomedical Sciences

University of California, Santa Barbara (Sep 2013-Mar 2018)

B.A Biological Sciences