Kevin Mathews

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LinkedIn | GitHub

SKILLS

JavaScript, React, Python, Redux, HTML, Tailwind/ CSS, Ruby, Ruby on Rails, Kubernetes, Docker, Typescript, Mongoose, MongoDB, Node.js, Express.js, SQL, SQLite3, PostgreSQL, Webpack, jQuery, Git, Heroku, Firebase

CERTIFICATIONS

AWS Cloud Practitioner (Jan 2023)

EXPERIENCE

Mphasis, San Francisco-Software Engineer (Nov 2021- Present)

- Full stack development on front end and backend API development for the large scale applications in AWS environments using Rails & React.
- Agile development methodologies including sprint planning, estimation, development of user stories.
- Effectively designed and developed applications with unit testing to improve code coverage.
- Implemented Typescript for clean production code.

App Academy, Software Engineering Bootcamp (Jan 2021 - July 2021)

Zyngl Inc, San Francisco-Software Engineer (Jan 2020 - December 2020)

The event management application is a self-service ticketing platform where the users can create, attend or manage events. The platform provides an intuitive, secure, and reliable service that enables creators to plan and execute their live and online events. I was responsible for the backend API development for the platform. We have used java frameworks to create the CRUD apis for the events, participant, registrations.

- Developed APIs for CRUD operations related to the event using Rails and SQL.
- Integrated seamless CI/CD pipelines.
- Successfully evaluated, analyzed and converted the current frontend application to a React application in order to increase interactivity.
- Produced well versed react applications which were deployed on AWS.
- Enhanced the web application significantly to increase traffic to the website.
- Conducted data migrations with RoR and Active Record.
- Played an integral part in end to end application development using RoR in the backend and React on the front end.

Techfort LLC, Dallas-Software Engineer Intern (November 2019 - Jan 2020)

- Coordinated with the engineering team and wrote unit tests for the backend rails application.
- Integrated data migrations with RoR and Active Record.
- Performed key improvements upon the interactivity of the front end application.

PROJECTS

Kevflix | *(React/Redux, Rails 5, AWS, Action Cable/WebSocket's)* **github**
A video content platform clone of the site, Netflix. It is made with Redux/ React.js for the front end and Rails/PostgreSQL for the back end.

- Using action API's on the front end, users are able to add, edit and delete lists containing their favorite titles.
- Using a combination of CSS and JavaScript, a movie preview function was created which allows movie trailers to enlarge, preview and repeat upon mouse hover.
- 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.
- Deployment of the application in Heroku and AWS.

Vodkabulary | *(MERN Stack, Axios)* **github**
A website that allows users to create, edit , share, rate and favorite the wide variety of drink combinations posted on the site.

- Designed, developed & deployed a MERN stack application for sharing and collaboration.
- Through review components and actions coded on the front end, 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)* **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.

- JavaScript functions were implemented to check enemy presence, movement and removal for smooth level transitions.
- 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 mouse contact.

EDUCATION

App Academy (Jan 2021 - May 2021)
Geisinger Commonwealth School of Medicine (Aug 2018- Jun 2019) - M.S. Biomedical Sciences
University of California, Santa Barbara (Sep 2013-Mar 2018) - B.A Biological Sciences