MATTHEW HAMEL

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EDUCATION

Bachelor of Science (B.S.) in Computer Science
California State University East Bay, Hayward, CA *Graduation: July 2021*

EXPERIENCE

Freelance Web Developer July 2021 to Present
Self-Employed, San Ramon, CA
- Managed development and maintenance of cutting-edge websites and apps, utilizing a comprehensive skill set in front-end and back-end technologies, including HTML, CSS, JavaScript, Bootstrap, SASS, Express.js, and React.
- Collaborated closely with clients through in-depth consultations, ensuring a thorough understanding of their unique requirements.
- Translated client specifications into meticulously crafted websites, emphasizing a commitment to delivering clean, innovative, and visually captivating digital solutions.

Code Coach (Tutor) November 2016 to July 2021
at theCoderSchool, San Ramon, CA
- Developed tailored curricula for students aged 8 to 18, integrating engaging code projects to impart essential concepts in logic, data structures, problem-solving, and object-oriented programming.
- Provided comprehensive instruction to students, emphasizing best practices in various programming languages and technologies, including C++, C#, Java, Python, web development, Unity Engine, and Android Studio.
- Played a leading role for 70% of the time during the summer camps while providing support for the remaining 30%. Contributing to an estimated 25% increase in post-camp student retention – a testament to leadership and a commitment to enhancing the learning experience.

PROJECTS

Ramble Rumble | *A Wordle-Inspired Letter Tile Web Game* | HTML, CSS, JavaScript, ReactJs, Bootstrap
  GitHub: https://github.com/MDHamel/ramblerumblev2 | **Link:** https://ramblerumble.matthewhamel.dev
- A Wordle-inspired letter tile game with no limits on how many times you can play. Features two game modes, Timed Trial and High Score, for a challenging or relaxed gameplay experience.

Focus Flow | *A Pomodoro-Based Timer Web Application* | HTML, CSS, JavaScript, ReactJs, Bootstrap
  GitHub: https://github.com/MDHamel/FocusFlow | **Link:** https://focus.matthewhamel.dev
- A Pomodoro Technique-based timer designed to enhance productivity and prevent burn-out by alerting the user when to take breaks. The timer features custom times and a wide array of themes.

Snip Clip | *A Windows Game Bar Video Trimmer* | C#, UWP, GameBar SDK
  GitHub: https://github.com/MDHamel/SnipClip
- A simple, lightweight video editing tool integrated into the Windows Game Bar. Easily crop clips and save videos anywhere on your PC.

Shadow Stream | *A Windows Capture Card Viewing Application* | C#, Windows Forms, OpenCV
  GitHub: https://github.com/MDHamel/ShadowStream
- A lightweight capture card streaming application. Users can stream video and audio from an external capture card to their computer. Supports 1080p at 30fps or 720p at 30/60 fps with minimal audio lag.

SKILLS

Programming Languages: Java, Python, C/C++, C#, JavaScript, TypeScript, HTML, CSS, SASS, SQL
Libraries & Frameworks: React.js, React Native, Redux, jQuery, Node.js, Express.js, Django, Python Pandas, NumPy, BeautifulSoup
Developer Tools: Git, Android Studio, Unreal Engine, Unity Engine, Qt, Linux/Unix
Soft Skills: Communication, Collaborative, Problem-solving, Flexible, Time Management, Attention to Detail, Critical Thinking, Quick learner, Adaptive, Self-motivated