

MATTHEW HAMEL

Location: San Francisco Bay Area | **Email:** matt@matthewhamel.dev | **Website:** <https://matthewhamel.dev>
LinkedIn: <https://www.linkedin.com/in/mattdhamel> | **GitHub:** <https://github.com/MDHamel>

EDUCATION

Bachelor of Science (B.S.) in Computer Science

California State University East Bay, Hayward, CA

Graduation: July 2021

EXPERIENCE

Web Development Contractor

July 2021 to Present

San Ramon, CA

- Oversaw all stages of a project's lifecycle, from wireframing and UI/UX design to final deployment, ensuring timely and successful delivery of client solutions.
- Developed responsive, high-performance web applications for desktop and mobile using JavaScript/TypeScript, Node.js, Next.js, and React.js, styling user-friendly interfaces with SASS, Tailwind, Bootstrap, and CSS to ensure design consistency and maintainable code.
- Strategized SEO best practices and ensured web applications met accessibility standards by following WCAG 2.1 guidelines, improving search engine rankings and user inclusivity.
- Implemented and organized database back-end for dynamic web applications, utilizing technologies such as SQL, MongoDB, and AWS Lambda to ensure efficient data storage, retrieval, and scalability.
- Managed DNS settings, domain transfers, and web hosting, ensuring optimal performance, uptime, and proper functionality of the delivered product.

Code Coach (Tutor)

November 2016 to July 2021

at theCoderschool, San Ramon, CA

- Mentored students in best practices across Web Development, C++, C#, Java, and Python, fostering strong foundational skills.
- 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.
- Coordinated summer camps for 15 to 30 students, achieving a 33%-50% conversion rate to full-time students post-camp.
- Conducted trial sessions for potential students, successfully engaging them and achieving an 80% sign-up rate.

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.

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, Next.js, Tailwind, Bootstrap, RESTful APIs

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, Documentation, Adaptive, Self-motivated