## **Mathew Hirsch**

Portfolio • 609-955-6804 • hirsch.m@northeastern.edu

### **Objective**

Motivated developer looking for a software development role to gain new skills and professional development experience

#### **Education**

## Northeastern University, Boston MA

September 2020 - May 2023

Bachelor of Science in Computer Science

GPA: 3.2 / 4.0

**Related Courses:** 

Database Design, Web Development, Fundamentals of Software Engineering, Mobile App Development, Programming Languages, Networks & Distributed Systems, Algorithms and Data, Computer Systems, Object Oriented Design, Logic and Computation, Foundations of Cybersecurity, Discrete Structures.

## **Knowledge**

Languages: JavaScript, SQL, TypeScript, Python, Java, React, HTML, CSS, C, Racket VSCode, Docker, Android Studio, DataGrip, IntelliJ, GitHub, Replit, JUnit

Operating Systems: Windows, Linux, Mac

#### **Projects**

### Presidentle (Javascript)

Nov 2023 - Jan 2024

• Designed a React app resembling a wordle type game to guess US presidents

#### TravelNow (Java)

Feb - April 2023

- Worked with a group to create an android app to search for local transit and flights
   CoveyTown (Typescript)

  April 2022
  - Collaborated with a small group, utilizing Scrum principles to update and improve an extensive codebase, focusing on improving existing Twilio video implementation

#### Photography Website (Javascript)

April 2022

- Created a React app using Instagram API to fetch photos
- Designed and implemented a custom Heroku server implementing CRUD operations

# Tuiter (HTML, CSS, Javascript)

January - March 2022

 Created a twitter-like website during web development course, making improvements each week

# **Discord Bot** (Python)

July 2021

Developed discord bot using discord's API to respond to messages and play games.

## Photo Editor (Java)

June 2021

- Worked with a partner to create a photo editor following the MVC design pattern
- Included import/export functionality, image filters, and the ability to execute scripts

## Solitaire (Java)

May 2021

• Built a solitaire game in Java, playable from the IDE console, tested with JUnit

#### Experience

## **PanoramaEd**

June - December 2022

Survey Operations Co-op

- Used internal software to set up and QA surveys going out to thousands of students.
- Communicated across teams to ensure the correct implementation of the final product.

**Interests:** Cycling, Baseball, Guitar