Mathew Estafanous

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Education

B.Sc Computer Science (Expected)
Ryerson University | September 2021 - June 2025

Recurse Center Participant
Recurse Center | May 2021 - July 2021

- Participated in a self-directed programming retreat and worked alongside other recursers to learn and build upon my skills.

Open Stage
🔗 https://open-stage-web.herokuapp.com (May take some time to startup)
https://github.com/Mathew-Estafanous/Open-Stage

- A Q&A platforms that enable hosts to create rooms and invite others to join using a short code.
- Engineered core business logic into decoupled layers, creating a **modular system** that allows for maximum testability and reusability.
- Developed a secure authentication system that enables a safe and easy to use account system.
- Composed detailed documentation that outlines the architecture of the app and how each part is used. Such as creating database schemas and API documentation.

Raft Protocol Library
🔗 https://github.com/Mathew-Estafanous/raft

- Built an efficient implementation of the Raft consensus algorithm into an easy to use Go library.
- Researched key elements from a variety of professional papers, documenting each problem and the appropriate solution. Analyzing solutions to issues relating to similar distributed systems.
- Designed a flexible client library that enables users to define and implement how the library is intended to be used.

Technical Skills

Programming languages: Java, Go, JavaScript, Python, HTML/CSS

Technical Tools: Git, Linux, AWS, Heroku, Docker, MySQL, PostgreSQL, Redis, React.js, REST APIs, Spring Boot, JWT Authentication

Principles: Data Structures & Algorithms, Cacheing, Object-Oriented Programming, Unit Testing, S.O.L.I.D Design Principles, Domain-Driven Design

Project Experience

Code Pastebin Website
🔗 https://ur-codebin.herokuapp.com/ (May take some time to startup)
https://github.com/Mathew-Estafanous/Ur-Codebin

- An application that allows users to post sections of their code and share it with a single link.
- Designed an architecture that incorporated applicable design patterns, enabling a clean code base that maximizes productivity.
- Produced sets of reliable unit tests that ensure critical functionality was maintained 100% of the time.
- Streamlined deployment process down to a simple 2 step process, through the use of containers, minimizing potential deployment issues.

Space Generation App
🔗 https://github.com/Mathew-Estafanous/Space-Generation

- An app that generates an infinite 2D universe in which users are able to interact with.
- Produced an algorithm that decreases memory usage by 3x. This was done by dynamically generating only the objects that would be visible to the user at each moment.
- Utilized procedural generation algorithms, to ensure data about the universe would remain consistent throughout the universe generation process.

Work Experience

Coding Instructor
Code Ninjas | September 2021 - Present
- Conveyed key programming concepts in a manner that is easy to understand. Doing so by providing relatable examples and/or visuals.
- Expanded upon lessons plans to create a learning environment that best fit the kids' learning style and their learning objectives.
- Provided feedback regarding the curriculum and potential improvements based on the student's experience.

Camp Leader
Chapel Place Sports Camp | July 2018/19/21 - August 2018/19/21
- Organized and lead multiple team games and activities for campers of all ages throughout the summer sports camp.
- Collaborated with leaders to analyze areas of improvement and discuss potential plans to grow in the identified area.
- Working one-on-one with campers to guarantee their success in the activity or sport at hand.