Mathew Estafanous

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Technical Skills

Programming languages:
Proficient: Java, Golang, JavaScript, HTML/CSS
Knowledgeable: Python, C#

Technical Tools
Git, REST APIs, Data Structures & Algorithms, Linux, AWS, Docker, MySQL/PostgreSQL, React.js, Spring Boot, Cacheing, Design Patterns, Object-Oriented Programming, Unit Testing, Concurrency, S.O.L.I.D Design Principles, Authentication/Security

Project Experience

Open Stage

https://open-stage-web.herokuapp.com
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. This includes creating database schemas and API documentation.

Code Pastebin Website

https://urcodebin.live/
https://github.com/Mathew-Estafanous/Ur-Codebin

- An application that allows users to quickly post sections of their code and simply share it with a single link.
- Incorporated design patterns and principles, enabling a clean code base that maximized 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, reducing potential deployment issues.

Raft Protocol Implementation

https://github.com/Mathew-Estafanous/raft

- Built an efficient implementation of the Raft consensus algorithm that is simple and easy to use.
- 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 as a platform that is flexible, enabling the client to define their own use case on top of the application.

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 decreased 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 & Volunteer 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.
- Communicated opinions and ideas with other leaders. Looking for areas of improvement and growth.
- Expanded upon the daily lessons to include activities that engaged the campers. Cultivating a fun an enjoyable learning environment.
- Working one-on-one with campers to guarantee their success in the activity or sport at hand.

Youth Leader

Chapel Place Presbyterian Church | September 2019 - Present
- Taught lessons to small group of kids and encouraging them to engage through asking questions.
- Worked alongside fellow leaders on iterating upon lesson plans and schedules. Creating a format that best fit the kids' learning styles.
- Communicated with parents and guardians regarding their kid's progress and potential struggles. Informing them of possible learning objectives.

Education

B.Sc Computer Science (Expected)

Ryerson University | June 2025