Matthew MacRae - Bovell
Software Developer

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Education		Profile

Bachelor of Computer Science **2018-Present**
- Carleton University, Ottawa ON
- Expected Graduation: April 2022

Aspiring software developer with a background in Python, Java, C#, and JavaScript. Looking for a software development internship for summer 2019.

Work Experience

Python Developer, *Digitera Interactive* **July 2017 - Aug 2017**
- Utilized Python, Selenium, and Beautiful Soup to program automated web scraping software
- Recorded and analysed scraped social media statistics in Microsoft Excel

Volunteer Experience

First-Year Representative, *Carleton Computer Science Society* **Sept 2018 - Present**
- Bringing the concerns of first-year computer science students to the society's board of directors
- Helping run and organize society run events

Content Developer, *Recreo Mortem (Game Server)* **Dec 2017 - July 2018**
- Developed C# server side and AS3 client side game content
- Managed MySQL relational and Redis NoSQL databases containing sensitive user login data
- Used XML Schemas to store server side game entity information

Projects

12 Box, — *PHP, jQuery, and MySQL* **Nov 2018 - Present**
- An in development social networking website where users create a profile using 12 images.
- The project was created to further learn Bootstrap, CSS, JavaScript, and PHP

Connect Fources, — *JavaFx Game* **Apr 2018 - May 2018**
- A more complex version of Connect Four where you can choose to change the direction of gravity instead of placing a disk
- Originally programmed with Java, the game is presently being recreated in JavaScript for browser a based experience

Twist, — *Python Twitter App* **July 2017 - Aug 2017**
- A Twitter app that retweets posts from every user in a specified twitter list. It allows one account to represent many
- Twist integrates with twitter using the Python Twitter api, Tweepy

Project22, — *Android Mobile Game* **March 2016**
- A casual mobile game available on the google play store
- This game was programmed in less than 24 hours using Game Maker Studio

Dusk, — C++ *Platformer Game* **Sept 2014 - Apr 2015**
- A 2D platformer game completed in an extracurricular C++ programming course
- The course introduced concepts such as object oriented programming, memory allocation, and pointers