Matthew MacRae - Bovell

Software Developer

Dusk, — C++ Platformer Game

pointers

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Sept 2014 - Apr 2015

Education	Profile	
Bachelor of Computer Science	Aspiring software developer with a background in Pythor Java, C#, and JavaScript. Looking for a software developm internship for summer 2019.	
Work Experience		
 Python Developer, Digitera Interactive 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 Presently representing first-year computer science students on the society's board of directors Helping run and organize academic workshops and social events 		ent
 Content Developer, Recreo Mortem (Game Server) Developed C# server side and AS3 client side game content Managed MySQL relational and Redis NoSQL databases con Used XML Schemas to store server side game entity inform 	ntaining sensitive user login data)18
Projects		
 12 Box, — PHP, jQuery, and MySQL An in development social networking website where users The project was created to further learn Bootstrap, CSS, Jav 		nt
 Connect Fources, — JavaFx Game A more complex version of Connect Four where you can che gravity instead of placing a disk Originally programmed with Java, the game is presently bein browser a based experience)18
 Twist, — Python Twitter App A Twitter app that retweets posts from every user in a spector represent many Twist integrates with twitter using the Python Twitter api, Telephone)17
Project22, — Android Mobile Game • A casual mobile game available on the google play store	March 2016	

This game was programmed in less than 24 hours using Game Maker Studio

A 2D platformer game completed in an extracurricular C++ programming course

The course introduced concepts such as object oriented programming, memory allocation, and