

# Matthew MacRae - Bovell

## Software Developer

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Ottawa, Ontario  
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### Education

#### Bachelor of Computer Science

Sept 2018 - Present

- Carleton University, Ottawa ON
- Expected Graduation: April 2022
- Dean's Honour List member

### Skills

- Python
- JavaScript
- C++
- Java
- HTML/CSS
- C#
- Ruby
- Git / VC
- PHP

### Work Experience

#### Web Development Intern — QuantConnects

Ottawa, ON

Dec 2018 - Present

- Collaboratively developing a cloud storage web app in an Agile environment using Angular, Azure Web Services, and the ASP.NET web framework
- Remotely developed backend web app features using the Azure SDK and Stripe payment gateway API

#### Python Developer Co-op — Digitera Interactive

Ottawa, ON

July 2017 - Aug 2017

- Utilized Python, Selenium, and BeautifulSoup to develop automated web scraping software and perform tests on web applications
- Collaboratively developed case studies and unit tests to assess the quality of various open source web scrapers

### Volunteer Experience

#### First-Year Representative — Carleton Computer Science Society

Ottawa, ON

Sept 2018 - Present

- Currently representing first-year students on the society's executive
- Collaboratively organizing extracurricular workshops, and social events
- Volunteered at the Carleton University Fall open house to help answer student questions about Carleton's computer science program

### Projects

#### StackSearch — Flask Web App

February 2019

- An employment related search engine tailored for software developers built collaboratively at cuHacking 2019
- The project was created using the Flask web development framework, Selenium, and Bootstrap front end framework

#### ScheJewel — Google Calendar App

Dec 2018 - Present

- An in-development web app that uses the Google Calendar API to find gaps in the schedules of several users and calculate ideal meeting times
- The project was created to further learn Ruby on Rails, React, and the Materialize CSS framework

#### Recreo Mortem — Multiplayer Game Server

Dec 2017 - July 2018

- Applied knowledge of networking concepts to develop object-oriented C# server-side and AS3 client-side multiplayer game content
- Managed MySQL relational databases containing sensitive user data
- Recreo Mortem was a server for the MMO game "Realm of the Mad God"