

Matthew MacRae-Bovell

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Education:

Honours Computer Science

Carleton University | Expected April 2022

*Sept 2018 -
Present*

- Learning common data structures, complexity of algorithms, and program efficiency
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Relevant Experience:

First-Year Representative

Carleton Computer Science Society

*Sept 2018 -
Present*

- Presently representing first-year computer science students within the society and assisting with the preparation of society created events

Content Developer

Recreo Mortem | C#, AS3, MySQL, Redis

*Dec 2017 -
July 2018*

- Developed C# server side and AS3 client side game content
- Managed MySQL and Redis login information databases
- Recreo Mortem was a Realm of the Mad God game server active early 2018

Python Developer

Digitera Interactive | Python, BeautifulSoup, Selenium

*July 2017 -
Aug 2017*

- Programmed Python based social media automation, and web scraping software
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Projects:

12 Box | PHP, MySQL, jQuery

*Nov 2018 -
Present*

- 12 Box is a social networking website project where users create a profile using 12 images. It was developed to further learn PHP

Connect Four | JavaFx , JavaScript

*Apr 2018 -
Present*

- Connect Four is a more complex of Connect Four where you can choose to change the direction of gravity instead of placing a disk