

# Matthew MacRae - Bovell

## Software Developer

[matthewmacraebovell@outlook.com](mailto:matthewmacraebovell@outlook.com)

[www.matthewmacraebovell.ml](http://www.matthewmacraebovell.ml)

[github.com/MathyouMB](https://github.com/MathyouMB)

Ottawa , Ontario

(613) 720-0969

Education		Profile
<b>Bachelor of Computer Science</b>	<b>2018-Present</b>	Aspiring software developer with a background in Python, Java, C#, and JavaScript. Looking for a software development internship for summer 2019.
<ul style="list-style-type: none"><li>Carleton University, Ottawa ON</li><li>Expected Graduation: April 2022</li></ul>		
Work Experience		
<b>Python Developer, Digitera Interactive</b>		<b>July 2017 - Aug 2017</b>
<ul style="list-style-type: none"><li>Utilized Python, Selenium, and BeautifulSoup to program automated web scraping software</li><li>Recorded and analysed scraped social media statistics in Microsoft Excel</li></ul>		
Volunteer Experience		
<b>First-Year Representative, Carleton Computer Science Society</b>		<b>Sept 2018 - Present</b>
<ul style="list-style-type: none"><li>Bringing the concerns of first-year computer science students to the society's board of directors</li><li>Helping run and organize academic workshops and social events</li></ul>		
<b>Content Developer, Recreo Mortem (Game Server)</b>		<b>Dec 2017 - July 2018</b>
<ul style="list-style-type: none"><li>Developed C# server side and AS3 client side game content</li><li>Managed MySQL relational and Redis NoSQL databases containing sensitive user login data</li><li>Used XML Schemas to store server side game entity information</li></ul>		
Projects		
<b>12 Box, — PHP, jQuery, and MySQL</b>		<b>Nov 2018 - Present</b>
<ul style="list-style-type: none"><li>An in development social networking website where users create a profile using 12 images.</li><li>The project was created to further learn Bootstrap, CSS, JavaScript, and PHP</li></ul>		
<b>Connect Fources, — JavaFx Game</b>		<b>Apr 2018 - May 2018</b>
<ul style="list-style-type: none"><li>A more complex version of Connect Four where you can choose to change the direction of gravity instead of placing a disk</li><li>Originally programmed with Java, the game is presently being recreated in JavaScript for browser a based experience</li></ul>		
<b>Twist, — Python Twitter App</b>		<b>July 2017 - Aug 2017</b>
<ul style="list-style-type: none"><li>A Twitter app that retweets posts from every user in a specified twitter list. It allows one account to represent many</li><li>Twist integrates with twitter using the Python Twitter api, Tweepy</li></ul>		
<b>Project22, — Android Mobile Game</b>		<b>March 2016</b>
<ul style="list-style-type: none"><li>A casual mobile game available on the google play store</li><li>This game was programmed in less than 24 hours using Game Maker Studio</li></ul>		
<b>Dusk, — C++ Platformer Game</b>		<b>Sept 2014 - Apr 2015</b>
<ul style="list-style-type: none"><li>A 2D platformer game completed in an extracurricular C++ programming course</li><li>The course introduced concepts such as object oriented programming, memory allocation, and pointers</li></ul>		