

Matthew MacRae-Bovell

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Education

- **Carleton University** | *Honours Computer Science* | (Sept 2018 - Present)
 - Currently a first-year student enrolled in **Carleton University's** honours computer science program.

Experience

- **First-Year Representative** | *Sept 2018 - Present* | *Carleton Computer Science Society*
 - Currently representing and bringing the concerns of first-year computer science students to the Carleton Computer Science Society board of directors.
 - Involved in the preparation of social and academic society created events.
- **Content Developer** | *Dec 2017 - July 2018* | *Recreo Mortem* | **C#, AS3, MySQL, Redis**
 - Developed C# server side and AS3 client side game content.
 - Managed MySQL and Redis player databases.
 - Recreo Mortem was a Realm of the Mad God server that was active early 2018.
- **Python Developer** | *Summer 2017* | *Digitara Interactive* | **Python, BeautifulSoup, Selenium**
 - Programmed Python based social media automation and web scraping software.
 - Coded various scripts using the APIs of different social media platforms.

Projects

- **Ingage** | *Sept 2018 - Present* | **Python, Selenium, Flask, PhantomJS, HTML, CSS, Bootstrap**
 - Ingage is an in development web app that displays common online times and tags between your instagram followers. Ingage pulls data in favor of your followers who are active and have a higher chance of liking your photos.
 - Web Scraping is currently being coded with Selenium and PhantomJS. The backend web development is programmed with Flask.
- **Connect Fources** | *Apr 2018 - Present* | **Java, JavaFx, Javascript**
 - Connect Fources is a modded game of Connect Four where you can choose to change the direction of gravity instead of placing a disk.
 - The project was originally programmed in JavaFx, however the game is currently being re-creating in Javascript for a browser based experience.
- **Project 22** | *Dec 2015 - Mar 2016* | **Android Mobile Game**
 - A simple yet clever android mobile game available on the google play store.