

MATTHEW ANDRESEN

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[PORTFOLIO](#)

[GITHUB](#)

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SKILLS

React, Redux, JavaScript, Ruby on Rails, Ruby, Node.js, SQL, noSQL, HTML5, CSS3, SASS, Vector Graphic Design

PROJECTS

Zelda JS - (JavaScript, Canvas, CSS3, HTML5)

[live](#) | [github](#)

Javascript remake of the NES classic

- Designed image scanning algorithms that construct maps based on input, allowing for potentially limitless areas to explore.
- Implemented flexible game entity AI that can act unpredictably while reliably adapting to player and environment data.
- Featuring flexible class architecture for game, UI, units and more that can be independently tuned to customize experience.

Super SlackBoy - (React.js, JavaScript, Ruby on Rails, Ruby, PostgreSQL, Action Cable Web Sockets)

[live](#) | [github](#)

Message board inspired by Slack

- Integrated Action Cable websockets for server-client communication to enable a real-time message board for multiple users.
- Utilized React/Redux to persist user messages to the PostgreSQL database to maintain chat history between sessions.
- User authenticated web sockets to ensure message security.

Space Ball - (React.js, JavaScript, Node.js, MongoDB, Socket.io Web Sockets, Matter.js)

[live](#) | [github](#)

Lead developer - Online multiplayer table hockey game

- Utilized Socket.io websockets for server-client communication, enabling real-time multiplayer and a live lobby system.
- Employed Matter.js physics library on the backend to handle game logic, sent to clients via Socket.io websockets.
- Built custom client-side Canvas renderer to receive and display Matter.js engine data specific to that unique user.
- Managed team Git workflow and coordinated objectives between front and backend teams to maximize productivity.
- Created detailed vector art game assets with the Affinity Creative Suite software.

EXPERIENCE

Administrative Assistant - *Baudendistel Physical Therapy*

May 2014 - Oct 2019

- Maintained the entirety of the clinic's recordbase through WebPT, Medisoft, as well as various other partner technologies.
- Utilized Affinity Creative Suite software to create clinical assets that exceed therapist and partner company standards.
- Rated top employee in authorization processing, ensuring an overall high in patient volume and consistency in patient care.
- Worked with therapists in building personalized care plans to meet unique patient needs.
- Trained and supervised new hires in adopting latest practices in both physical therapy and office work.
- Employed skills in HTML and CSS for employee records, service offerings, and additional info offered on company website.
- Managed and enforced schedule for clinical team of up to 6 employees.
- Used strong interpersonal skills to de escalate high-stress situations with frustrated clients recovering from painful injuries.

Office Clerk - *Santa Rosa Junior College Bookstore*

Oct 2006 - Jun 2010

- Utilized strong teamwork skills as a member in a team of 4, managing a college bookstore serving thousands of students.
- Handled all day to day operations including sales, customer correspondence, inventory, and accounting.
- Predicted and optimized semester to semester product inventory levels through company software to hit company goals.
- Used Adobe Creative Suite to create school promotional materials to spread awareness and participation in college events.
- Maintained a strong relationship with customer base by providing quality customer service.

EDUCATION

Software Engineering - *App Academy 2019*

Bachelor of Science: Kinesiology - *Sacramento State University 2014*

Associate in Science: Human Physiology - *Santa Rosa Junior College 2011*