

MATTHEW ANDRESEN

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[PORTFOLIO](#)

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SKILLS

React Hooks, React, Redux, JavaScript, Ruby, Ruby on Rails, Node.js, SQL, noSQL, MongoDB, RESTful API, Git, Webpack, Express.js, Object-Oriented-Programming, Socket.io, ActionCable, Web Sockets, TDD, ORM, jQuery, AJAX, HTML5, SASS, CSS3

PROJECTS

Super SlackBoy - (React, Redux, Hooks, JavaScript, Ruby on Rails, PostgreSQL, ActionCable Web Sockets)

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

Pixel-perfect tribute to the Slack application

- Built with React Hooks functional components to simplify code organization and readability.
- Integrated a secure web socket API, enabling users to post and edit messages across multiple channels in real time.
- Project built along RESTful API guidelines to ensure predictable behavior and scalability.
- Takes advantage of memoization to prevent unnecessary calculations and increase application responsiveness.
- Uses controlled AJAX http queries with ActiveRecord methods to eager load data and prevent N+1 database hits.

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

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

Javascript remake of the NES classic

- Built solely on JavaScript and Canvas, resulting in a fairly lightweight application free of additional dependency libraries.
- Includes custom algorithms that dynamically build map data with low time and space complexity, increasing responsiveness.
- Implemented a simple custom game entity AI that reacts to its environment and acts unpredictably.

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

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

Lead developer - Online multiplayer table hockey game

- Built using Socket.io web sockets for server-client communication, enabling users to play together in real time.
- Incorporated Matter.js physics library to assist in backend game logic, resulting in realistic object movement and collisions.
- Utilizes a custom client-side Canvas renderer to display game data from Matter.js on the server.
- Created original assets and artwork with Affinity and Adobe Creative Software Suites.

EXPERIENCE

Administrative Associate - *Baudendistel Physical Therapy*

May 2014 - Oct 2019

- Responsible for processing patient authorizations and ensuring overall high patient throughput in the clinic.
- Maintained clinical records through WebPT, Medisoft, as well as various other partner company technologies.
- Worked with therapists to create personalized care plans and online assets using office software and Affinity Creative Suite.
- Employed skills in HTML and CSS for displaying employee profiles, service offerings, and other info on company website.
- 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 service.

EDUCATION

Software Engineering - *App Academy*

Fall 2019

Bachelor of Science: Kinesiology - *California State University, Sacramento*

May 2014