Matthew Bodenstein

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EDUCATION:

York University   **September 2020 - Present**
Honours BSc Computer Science (Software Development Specialization)   *Toronto, ON*

- Recipient of the York University Entrance Scholarship for the year 2019-2020
- Recipient of the York University Continuing Student Scholarship for the year 2020-2021

TECHNICAL SKILLS:

Languages and Frameworks

- C, C++, C#, Java, JavaScript, Python, MATLAB, Arduino, CSS, HTML5, PowerShell, React, Flutter, Kotlin, Dart, Spring, Springboot, Neo4j, Robot Framework, Pygame, Verilog.

Environments and Tools

- Linux/UNIX, macOS, Windows, IntelliJ, Eclipse, Android Studio, VS Code, Node.js, Git, Maven, Junit, Figma, WordPress, Wix, Tkinter, Unreal Engine 4, Unity, GB Studio, AutoCAD, SketchUp, Simulink, Postman.

EXPERIENCE:

Web Developer/Designer Contractor   **August 2023 – Present**
Star House Publishing Inc.   *Vaughan, ON*

- Implemented responsive design principles, resulting in a 50% improvement in mobile conversion rates and a 20% decrease in bounce rates.
- Collaborated closely with project managers to consistently meet project deadlines, delivering high-quality websites that exceeded client expectations.
- Successfully collaborated with clients to understand their business goals and implemented innovative website features, resulting in a 30% increase in user engagement.
- Provided exceptional technical support and troubleshooting, resolving website issues for clients and end-users with a 95% customer satisfaction rate.

IT Technician Co-op   **January 2023 – April 2023**
Litens Automotive Partnership   *Vaughan, ON*

- Resolved problems with the server and networking hardware with exceptional skills in hardware troubleshooting.
- Construct, install, and test customized configurations based on various platforms and operating systems.
- Developed and maintained PowerShell scripts to automate tasks and streamline processes, resulting in a 67% increase in efficiency.
- Maintained detailed documentation for system builds, configurations, and support procedures, resulting in a 50% decrease in resolution time for technical issues.
- Provided technical support and maintained company-owned mobile devices, resulting in a 95% satisfaction rate.

President of Engineering Club   **September 2019 – June 2020**
Westmount Collegiate Institute Engineering Club   *Vaughan, ON*

- Established and led an Engineering club to promote and teach computer engineering using a combination of theory and practical methods.
- Fostered a collaborative and critical thinking environment, providing students with problem-solving opportunities.
- Instructed students on logical propositions, physics, and proper component usage, resulting in a 95% mastery rate.
- Conducted standardized assessments to evaluate student progress and ensure mastery of the material, resulting in a 90% pass rate.

Student Engineer/Computer Scientist   **September 2018 – June 2020**
Westmount Collegiate Institute   *Vaughan, ON*

- Successfully instructed Logic and Syntax in Python and Arduino to over 50 students, resulting in a 98% pass rate.
- Fostered a collaborative team environment to expand skills and knowledge, resulting in a 20% increase in productivity.
- Thoroughly tested prototypes and standard products, documenting results in detailed reports.
- Monitored projects to identify areas for improvement and optimization, resulting in a 30% increase in project efficiency.

PROJECTS:

The Six Degrees of Kevin Bacon   **August 2023**
Java, Maven, Neo4j, Robot Framework, Git, Postman

- Developed a backend service that calculates the shortest path between Kevin Bacon and other actors through shared movies.
- Developed REST API endpoints using Neo4j graph database and JSON formatting.
- Utilized Robot Framework to create test scripts and perform endpoint testing.

- Enhanced the project with a movie recommendation feature that determines top recommendations based on actors and ratings.

The-Holy-Grail - 2D Side-Scrolling Video Game   December 2022
C#, Unity

- Developed a 2D side-scrolling game using Unity and C# programming language.
- Designed and implemented various game mechanics and features such as character movement, collision detection, enemy/item spawning, and special moves.
- Conducted rigorous testing and debugging to ensure a polished, bug-free final product.
- Actively sought feedback from playtesters and incorporated suggestions to improve game balance and user experience.

Academic Scheduler - YU Hacks Participant   February 2021
Android Studio, Flutter, Dart, Kotlin

- Participated in a 24-hour event, developing a Mobile App for School Assignments and Exams
- Led project planning and development, quality control, and final review to control milestones and deliverables.
- Led strategic decision-making in situations with limited information and tight time constraints.
- Designed UX/UI and implemented front-end and back-end systems to interact with each other and the user