

Matthew O'Neill

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EDUCATION

Carleton University

Sept. 2018 – May 2023

Bachelor of Science in Computer Science

Ottawa, ON

- Third Year Standing
- 10.63/12 GPA (A-)
- Dean's List

EXPERIENCE

Software Developer Co-op

May 2020 - Dec 2020

Feenics

Ottawa, ON

- Utilized C# .NET and MVVM design pattern to create customer requested features on a Windows client
- Worked alongside a senior developer to create an automated testing framework to expedite releases
- Developed automated smoke tests using C# NUnit and Selenium IDE to reduce release times

Software Developer Co-op

May 2021 - Aug 2021

Feenics

Ottawa, ON

- Resolved customer company requests by developing and deploying AWS Lambda functions
- Generated and redesigned components in Angular reducing over hundreds of lines of code

Teaching Assistant

Jan 2021 - Apr 2021

Carleton University

Ottawa, ON

- Conducted office hours to assist students in learning the principles of software engineering and OOP
- Graded assignments concisely and swiftly to ensure grades are delivered in a timely manner

PROJECTS

Online Video Poker | *TypeScript, React* | *Team Size: 3*

Jan 2021 - Apr 2021

- Programmed all game logic involving winning card hands for players to accurately earn credits
- Worked alongside teammates to design a user interface that is similar to video poker for players ease of use
- Tested all game logic, components, and infrastructure to ensure the user has an enjoyable experience

Movie Recommender | *MongoDB, Express.js, React.js, Node.js* | *Team Size: 2*

Nov 2020 - Jan 2021

- Employed TMDb API to retrieve and generate random movies for users
- Designed a simple UI made up of components with React.js for user experience
- Applied Express.js and Mongoose to create routes for storing and sending user data
- Utilized JSON Web Tokens to provide user authentication and create sessions for users

Tower Defense Game | *Python, Pygame* | *Team Size: 4*

Jan 2020 - Apr 2020

- Directed each individual on their own personal goals and responsibilities within the group
- Designed and implemented the classes necessary for each individuals code to function cohesively
- Developed game logic to allow players to place towers and kill enemies

TECHNICAL SKILLS

Languages: JavaScript, TypeScript, C++, C#, Java, Python, HTML/CSS

Frameworks: React.js, Node.js, Express, Angular, Bootstrap, Tailwind

Misc: MongoDB, SQLite, Git, AWS Lambda, Selenium IDE, C# NUnit, Docker