

Matthew O'Neill

SOFTWARE
DEVELOPER

SKILLS

Web Development

React.js, Node.js, CSS, HTML

Programming Languages

C#, Java, Python, JavaScript

Databases

MongoDB

Version Control

Git

Testing

Selenium IDE, C# NUnit

PROJECTS

(613)-585-0983

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github.com/MatthewONeill

EDUCATION

Carleton University

Bachelor of Computer Science Honours

2018 - Present

- Third Year Standing: 10.1/12 (A-)
- Two Time Dean's List
- Expected Graduation Date: May 2023

EXPERIENCE

Feenics

Software Developer Co-op

May 2020 -
December 2020

- Developed automated test cases using **C# NUnit** in an **agile development cycle**
- Applied **C# .NET** and **MVVM** design pattern to create customer requested features on a **Windows** client
- **Manually tested** and approved multiple cases in **Windows, web, and mobile** clients

PROJECTS

Movie Recommender

Tech Stack: MongoDB, Express.js, React.js, Node.js | Team Size: 2

- Employed **TMDb API** to retrieve and generate random movies for users
- Designed a simple and interactive UI made up of components with **React.js**
- 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

Tech Stack: Python, Pygame | Team Size: 4

- Designed and implemented the **framework** necessary for each individuals code to function cohesively for the game
- Directed each individual on their own personal goals and responsibilities within the group

Trivia Game

Tech Stack: JavaScript, Node.js, Express, MongoDB | Team Size: 2

- Implemented **MongoDB** in order to store, query, and retrieve trivia questions
- Utilized **Mongoose** to provide schema validation for queries in the database
- Display to the client using **Pug** and served up client side **JavaScript** for the logic
- Designed the server side **JavaScript** with **Express.js**