Matthew Panizza

2B Computer Engineering

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Skills

Languages: Java, Javascript, SQL, Python, C++, C, C#
Web Development: ReactJS, NodeJS, ExpressJS, HTML5, CSS, BootStrap4
Tools/Libraries: Postman, Git, pgAdmin4, JIRA, Unity, Eclipse

Experience

Software Developer   Jan. 2021 - Apr. 2021

OpenText Corporation

- Enhanced cloud-based media management site used by hundreds of clients (i.e. AMD, HBO)
- Developed and documented **Postman** scripts written in **Javascript** to test user-end features
- Optimized previous test case runtime from **7000ms to 200ms** and reduced memory accumulation
- Improved client-side code by identifying dependency issues in **Java** development scripts

Projects

PicnicAbility   May 2020 - Aug. 2020

- Utilized **ReactJS** to design a blog-style webpage allowing users to find accessible travel
- Developed a database using **PostgreSQL** to store destination reviews and articles
- Created **NodeJS** server endpoints to receive and send new travel reviews to the website
- Implemented the **Google Maps API** to display a live map of reviewed destinations
- Wrote and executed server-side test cases using **Postman**, through HTTP requests

Personal Portfolio   June 2020 - July 2020

- Built a website showcasing my information and projects using **ReactJS** and **CSS**
- Made use of **React Props** by creating templates for reusable designs across the site
- Integrated **BootStrap4**'s navigation bar, jumbotron and cards to enhance UI/UX
- Performed functional testing to ensuring responsiveness on mobile devices

TurretWarfare   Oct. 2019 - Dec. 2019

- Used **Unity 2D** to developed a top-down, turret-defense game with a military theme
- Wrote **C# scripts** to incorporate classes, a physics engine, prefabs and sprites
- Created game graphics, **GUI** elements and backgrounds using Google Drawings

ScribbleApp   May 2018 - June 2018

- Developed a sketching app using **Python's Tkinter library** allowing users to paint drawings
- Added dropdown menus, sliders and radio buttons to strengthen user customization
- Implemented nested event functions that synchronously receive user input to render shapes

Education

University of Waterloo   Sept. 2019 - Apr. 2024

Candidate for BASc in Computer Engineering

- Relevant Coursework: Algorithms & Data Structures (**C++**), Systems Programming & Concurrency (**C**)
- Activities & Societies: Intramural soccer, Senior Canadian Computing Competition distinction
- Scholarships: Bayer Canada Scholarship ($14000), President's Scholarship of Distinction ($2000)