

Steven Matos

Full Stack Software Engineer

Contact

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Skills

FRONT-END: Semantic HTML, CSS, SCSS/SASS, LESS, React, Redux, Testing-library/react, Jest, ES6+, Unit-testing

BACK-END: REST, Node, Express, Jest/SuperTest, SQL, Sqlite3, PostgreSQL, JSON

LANGUAGES: JavaScript, Python

ADDITIONAL: Agile, Git, Linux, OOP

Education

Lambda School | Remote · 2019 to Current
Full Stack Web Development & Computer Science
Lambda School is a 9+ month Computer Science & Software Engineering Academy providing an immersive hands-on curriculum with a focus on computer science, software engineering, and web development.

Valencia College · 2016 to 2018
AA Computer Engineering
Completed 55 Credits towards Computer Engineering

Employment

Asurion Orlando, FL
Technical Support/POS Nov. 2016 to Oct. 2019

- Diagnosed and resolved troubleshooting requests with strong verbal and interpersonal skills
- Supported a wide range of hardware and software applications to cover all technical aspects
- Educated customers on device knowledge and issue resolution progress
- Researched issues on multiple operating systems platforms to resolve complaints, outline solutions, and answer inquiries
- Built customer loyalty by ensuring follow-up calls were a top priority for issues requiring further research

Projects

Groa - Remote Full Stack Web Developer Mar. 2020 to Current
An open-source website to give users an un-bias movie recommendation service based on the user's interest and movie ratings.

Tech Stack: React | Redux | Node | Express | PostgreSQL | AWS

- Develop new features with React front-end and a Node.js back-end in a 24 hour period
- Took initiative to reduce load times by 80% on the explore page by connecting Data Science FastAPI into the back-end
- Solely responsible for Front-end/Back-end with AWS infrastructure on a cross-functional with 2 other engineers in an Agile environment
- Maintain a PostgreSQL database
- **GitHub repo:** <https://github.com/Groa-Labs>

Conway Game of life - Front End Developer June 2020
A website to visualize Conway's Game of Life algorithm in cell automation.

Tech Stack: React | Particle.js

- Develop from scratch Conway's Game of life cell automation algorithm with React in 1 week
- Utilized a grid system to displace the life cycle of cell automation
- Implemented animations with Particle.js to display an animated background
- **GitHub repo:** https://github.com/Steven-matos/Conways_Game_of_Life

Nasa's Picture of the day - Front End Developer Feb. 2020
A website was created to display NASA API information on the picture of the day. The user is able to navigate to previous days as well.

Tech Stack: React | Styled-Components | Particle.js

- Utilized Nasa API to display Nasa Picture of the day on React front-end
- Implemented Particle.js to animate star constellation background
- **GitHub repo:** <https://github.com/Steven-matos/nasa-photo-of-the-day>

Simple React scoreboard app - Front End Developer
A simple web application to keep track of scores and a timekeeper in seconds to gauge the time of the turn.

Tech Stack: React | CSS

- Developed from scratch a dynamic scoreboard counter in React
- Utilized Context to manage state
- **GitHub repo:** <https://github.com/Steven-matos/ScoreBoard-app>