

MATTHEW HAYNES

Programmer | JavaScript | React | Web Development

merkabafox@gmail.com linkedin.com github.com portfolio

SUMMARY

As a developer and artist, I approach code with the same passion I do my painting. For me, they both stem from the same place: the need to explore. Every keystroke, every brushstroke, holds the same possibility: is this what makes it? Is this what breaks it? The desire to create and problem-solve is what gets me up each morning.

PROJECTS

MHaynes, Artist Portfolio

2024

Web App React, Chakra, Javascript

A live and in use artist's portfolio.

[VIEW APP](#)

[GITHUB](#)

Game Hub

2024

Web App React, Chakra, Javascript

Search for info on your favorite video games or discover new ones. Features screenshots and trailers where available.

[VIEW APP](#)

[GITHUB](#)

inDev

2023

Web App SQL, Handlebars, Javascript

An app for artists to share their unfinished and in-progress work so that other artists can view and critique throughout the process

[VIEW APP](#)

[GITHUB](#)

EDUCATION

Full Stack Web Development

2023

[University of Richmond](#)

Richmond, VA

Bachelor of Arts

2011 - 2012

[Miller-Motte Technical College](#)

Roanoke, VA

Bachelor of Arts

2003 - 2008

[High Point University](#)

High Point, NC

STRENGTHS

Problem Solving

My problem-solving skills have been proven in complex project scenarios, both on teams and working solo

Communication

Effectively communicated with teams in a coworking space to understand and deliver on their specific tech needs

Fast Learner

Learned and implemented new languages and technologies quickly to meet project deadlines

SKILLS

Javascript React MongoDB
SQL Node.js OOP NoSQL
HTML CSS

CERTIFICATION

Full Stack Web Development

Courses with the University of Richmond that covered both fundamental and advanced concepts

React 18/TypeScript

Course which covered fundamental and advanced React concepts using TypeScript implementation

PASSIONS

Coding

A passion for any form of creation, particularly involving complex problems with code.

Design

I love building from the ground up and dissecting existing code in order to see what makes it tick