Matthew Haines

Full Stack Software Engineer | Graphic Designer | Audio Professional
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I am a versatile Full Stack Software Engineer with a background in Graphic Design and Audio. My entrepreneurial ventures, particularly in client-facing businesses, have cultivated my creative problem-solving skills. I'm eager to contribute my unique skill set to drive innovation and success within your software engineering team.

SKILLS

Technical: JavaScript, HTML, CSS, Python, SQL, Mongo, JSON, Typescript, EJS, DTL, React, Django, Express, Node.js

Project Management: Agile methodologies, team collaboration, product lifecycle management

Communication: Excellent written and verbal communication, storytelling, client relations

Analytical: Problem-solving, critical thinking, data-driven decision making

Entrepreneurial: Startup experience, adaptability, resilience in ambiguous situations

SOFTWARE DEVELOPMENT PROJECTS

SpaceBook - Github Repo | MERN Stack App - Team Project
- Prompt: Design and create a social media style app to demonstrate proficiency with the MERN stack
- Utilized a MERN stack (MongoDB, Express, React.js, Node.js) to build a full stack application with full create, read, update, delete (CRUD) operations hitting all RESTful API calls.
- Responsibility for majority of front end functionality and design.
- Utilized NASA APOD API.

Shelter Helper - Github Repo | Express App, EJS, Javascript, Multer
- Utilized Express framework to create a RESTful API app with full CRUD operations and tested all backend routes during development using Postman..
- Used Mongoose to define schemas for MongoDB collections and utilized Google oAuth for User Signup/Login.
- Custom CSS styling of file upload as well as whole site.

Tommy The Turtle - Github Repo | HTML5, HTML Canvas, CSS, Javascript
- Created a browser game with imported graphics and audio.
- Used HTML Canvas to create dynamic experience.
- Implemented game logic for wins and losses.

PROFESSIONAL EXPERIENCE

Co Founder, Head of Fabrication, Drip Dome Productions | Los Angeles, California   **May 2019 - Current**
- Responsible for planning and implementation of carpentry and other fabrication tasks.
- Created 3D Renders of builds in SketchUp to get approval from Clients prior to building.
- Interfaced with celebrity clientele in a professional manner.
- Held live events with talent and venue booking experience.

Founder, Head Engineer Kingbird Recording Studio | Los Angeles, California   **Feb 2022 - Nov 2023**
- Created a luxury client experience for independent as well as multi-platinum recording artists.
- Created all branding related to the business as well as ran ad campaigns on Google and Meta reaching 5-10x ROI

EDUCATION

GENERAL ASSEMBLY | REMOTE
Software Engineering Immersive   *September 2023 - December 2023*
Full-stack software engineering immersive student in an intensive, 24-week, 450+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies.

Gettysburg College | Gettysburg, PA
Bachelor's Degree in Political Science, Minor in Philosophy