# **Matthew Wang**

Email: matt@matthewwanq.me | GitHub: @malsf21 | Website: https://matthewwanq.me

#### **EDUCATION**

# BS in Computer Science – University of California, Los Angeles

2018-2022

+ Received UCLA Achievement Scholarship

### **SKILLS**

- + Languages/Frameworks: Javascript (Angular, React, Ionic, Node, jQuery), C++, Python (Django), PHP (phpMyAdmin), Java, Ruby, HTML + CSS, SASS, SQL, Unity, Firebase, Git
- + Software: Photoshop, Illustrator, InDesign, Premiere, Google Analytics, GitHub

#### **WORK EXPERIENCE**

# Software Development Intern - AudioNotch

2017

- + Developed mobile app for iOS/Android with Angular + Ionic/Cordova stack (authentication flow, audio manipulation, in-app purchases)
- + Implemented server-side REST API for mobile app (Django + Auth)
- + Managed App Distribution to iOS App Store and Google Play Store
- + Redesigned website & refactored web-app (Django +Auth, JS WebAudio API, jQuery)
- + Refactored and redesigned WordPress blog (WordPress + PHP)

# Director General, Lead Developer - World Affairs Conference

2014-2018

- + Led team of 20 students for conference logistics and technical development
- + Designed front-end website (Jekyll, Bootstrap + ¡Query)
- + Developed back-end website with authentication flow and database management (v1 PHP + mySQL, v2 React + Firebase)
- + Administrated web-server (Nginx reverse-proxy to Apache) on Ubuntu
- + Designed conference materials (e.g. nametags, packages, marketing)

# Program Coordinator - Horizons Game Design & Horizons Robotics

2014-2018

- + Created four-week introductory Game Design (Scratch) and Robotics (mBlock + Scratch) courses targeted at underprivileged Grade 4-6 students in Toronto
- + Led and trained team of 12 tutors to teach 100+ students per year

#### **INTERESTS & PASSIONS**

+ Community service, political discourse, education, open-source software, game design