

Matthew Myers

Education

University of Michigan Sept. 2015 to April 2019
Computer Science and Engineering (GPA 3.08)

Relevant Courses:

- Web Systems (EECS 485)
- Software Engineering (EECS 481)
- Data Structures and Algorithms (EECS 281)
- User Interface Development (EECS 493) – in progress
- Database Management Systems (EECS 484) – in progress

Projects

Pokébuild

- Developed a teambuilder for competitive Pokémon with new features such as team recommendations and a speed comparison tool
- Front end single page application built with Angular 6 framework, utilizing TypeScript, HTML, and Bootstrap 4

Insta485

- Collaborated with a team to build an Instagram clone, which involved a static site generator from templates, server-side dynamic pages, and client-side dynamic pages
- Constructed a REST API, a client app in JavaScript, and learned about HTTP cookies, CRUD, and basic SQL database usage

Ave Maria School of Law Mobile Application

- Developed a prototype for a mobile application with Swift in Xcode that provides useful information for AMSL students and employees
- Utilized MVC framework in app workflow, GitHub for hosting JSON and sharing files with the AMSL web developer

Work Experience

Ave Maria School of Law Naples, FL
IT Intern May 2017 to Aug. 2017

- Created web applications with ASP.NET and C# in Visual Studio, with connection to SQL databases, worked on mobile app prototype detailed above

Contact

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Skills

Platforms: Mac OS, Linux, Windows
Programming Software: Sublime, Xcode, Visual Studio, GitHub, Unity
Programming Languages: C++, C#, Python, JavaScript, Swift, ASP.NET
Other tools: Angular, HTML, SQL, Bootstrap, WordPress, LaTeX, MS Excel

Activities

Wolverine Soft

UMich game development club - Created several basic 2D games in Unity and engaged in game developer's approach to problem-solving

National Novel Writing Month

Completed challenge to write a 40,000-word book in one month, demonstrating determination and ability to meet a large-scale project deadline