

# Matthew Myers

<https://matmyers.github.io>

## Education

### University of Michigan

Sept. 2015 to May 2019

Computer Science and Engineering (GPA 3.16)

Relevant Courses:

- Video Game Development (EECS 494)
- Web Systems (EECS 485)
- User Interface Development (EECS 493)
- Database Management Systems (EECS 484)
- Data Structures and Algorithms (EECS 281)
- Software Engineering (EECS 481)

## Projects

### The Legend of Zelda Recreation and Custom Level

- Developed an authentic recreation of the original Legend of Zelda's first dungeon using Unity Game Engine and Unity Collab
- Implemented a custom mechanic and designed a mini-dungeon revolving around this mechanic

### 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

## Professional Experience

### Ave Maria School of Law

IT Intern

Naples, FL

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

### Hacker Fellows

2019 Fellowship Program

- Chosen one of fifteen to participate in Hacker Fellows Year-Long Fellowship program, land a software development position with a technology startup and grow connections in Michigan's venture capital community

## Skills

**Programming Languages/Frameworks:** C++, C#, JavaScript, Angular, Vue, Python, Swift, ASP.NET

**Programming Software:** Unity, VSCode, Git, Xcode

**Platforms:** Mac OS, Linux, Windows

**Other tools:** HTML/CSS, Bootstrap, SQL

## 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

## Contact

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