# MATTHEW KING

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## EDUCATION

**B.S. Computer Science**                                                                 *Graduated December 2023*
Minor in Psychology                                                                                *Grand Rapids, MI*
Grand Valley State University

## LANGUAGES AND SKILLS

**Proficient Languages:** React, CSS, JavaScript, SQL, and Python
**Familiar Languages:** C, C#, Java, MIPS Assembly, SQL, Swift, Ruby, and Scheme
**Technologies:** Git, Azure DevOps, Postman, Microsoft Fabric, VSCode, PowerBI
**Skills:** Communication, Writing, Teamwork, Leadership, Creativity, and Media Design

## WORK EXPERIENCE

**Full-Stack Developer**                                                                     *April 2023 - Present*
Challenge Manufacturing                                                                          *Grand Rapids, MI*
- Developed and maintained multiple enterprise-grade internal web applications using React.js, improving operational efficiency and employee engagement across Challenge nationwide.
- Implemented and managed a Microsoft Fabric Data Lake and Power BI dashboards, streamlining data visualization and enabling data-driven decision-making for internal stakeholders.
- Collaborated in a small, agile team, driving end-to-end development cycles from research and architecture design to deployment and optimization.

**Guest Advocate / Trainer**                                                         *June 2021 - November 2023*
Target Corporation                                                                                      *Holland, MI*
- Led and trained team members across departments, boosting productivity and reducing delivery time to under 2 minutes.
- Refined excellent communication skills by aiding and building important relationships with a variety of guests.
- Entrusted with managing high-value inventory and sensitive data, ensuring accuracy, security, and compliance with company policies.

## PERSONAL PROJECTS

**iOS Native Camera Clone**                                                                        *October 2023*
- Built a native iOS camera app clone in Swift using AVFoundation, with video, photo, burst mode, slow motion, and timelapse.
- Designed an intuitive UI with pinch-to-zoom, tap-to-focus, and customizable settings for aspect ratio, image quality, and flash mode.

**Python Raycasting ARENA**                                                                          *April 2023*
- Developed a custom first-person raycasting engine in Python, implementing ceiling rendering, multiple textures, and custom level structures.
- Implemented core game mechanics, sprite sorting, animation handling, collision detection, and enemy visibility logic.

**BombParty Automation Bot**                                                                         *March 2022*
- Utilized Selenium and Python to read and scrape data from BombParty browser game.
- Implemented human-like interaction between client and server to avoid detection.