

# Matthew Fong

Portfolio: <https://matthewfong.onrender.com>

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## Work Experience:

### Almax Taxi Brokers LLC

Full Stack Web Developer

New York, NY

January 2021-May 2022

- Translated wireframes and design layouts into a prototype NodeJS, ExpressJS (MERN) web services site
- Implemented a secure account login/signup system for new and returning users, with required email verification
- Implemented password change feature for all user accounts
- Utilized MongoDB and Redis in storing user account information, session data, and user's listings/posts
- Built and designed reactive web pages and dynamic forms using HTML5, CSS3 and ReactJS
- Programmed the logic between client-server interactions, from client-browser sending requests, to server processing requests and sending back data packets back to the client, to client receiving responses, unpacking and properly handling/displaying that information, through the concept of MVC (Model-View-Controller) framework and REST-ful API
- Revamped the layout and design of company website

### iD Tech Camp

Instructor

Columbia University, NY

May-August 2017

- Taught several classes, including JavaScript coding, 3D modeling in Autodesk Maya, Game Design and C# scripting in Unity to iD Tech Camp students
- Explained fundamental concepts of coding, web development, asset and game development in a clear and concise manner
- Worked closely with students answering questions, debugging their programs, and clarifying and reviewing previous course material

## Projects:

- Tweeter - Twitter Clone App
  - Full Stack Developer, programmed core functionality using HTML5, JQuery, NodeJS, ExpressJS, while demonstrating understanding of REST-ful API, MERN, and MVC (Model-View-Controller) framework
  - Programmed and handled the logic between front end & back end (client-side & server-side) communication, with client sending requests to the server and the server sending responses back to client
  - Developed a secure user login/signup account system using Redis, Express-sessions, and MongoDB
  - Created a seamless interactive and dynamic experience using ReactJS
  - Designed and stylized the look and feel and layout of the pages using CSS3 & Flexbox
- Arcade-Jam
  - Developed a simple 2-versus-2 (air-hockey-like) team-based fast-paced arcade-shooter Canvas game, using NodeJS and ExpressJS framework, while demonstrating understanding of Websockets (socket.io) to connect unique client browsers to an interactive game session (server room)
  - Programmed core mechanics/functionality of the game using Object-Oriented Programming in JavaScript, including basic player movement, firing bullets, bullet shielding, collision-detection, simple physics system and player scoring
  - Handled the communication logic between client browsers and the server with regards to sending and receiving data across all clients and server, in order to simulate a near real-time game experience for players
  - Designed the style/look and feel of the game using CSS3
- Dynamic Dash Game - Inspired by Steam's "Speedrunners" game
  - Programmed some of the core game mechanics using Object-Oriented Programming, such as Power-Up abilities, in C#
  - Wrote C# scripts to handle the interactions between different power-up abilities and how they affect the players
  - Designed layout and obstacles of each level/race course in the Unity editor
  - Designed GUI elements and UI menus of the game in Unity
- Portfolio Website
  - Developed a simple and modern portfolio website using HTML5, JQuery, NodeJS, ExpressJS, and ReactJS, to showcase my projects
  - Organized CSS3 styles and files through Sass pre-processor
  - Stylized and designed the look and feel of my portfolio using CSS3 & Flexbox

## Skills:

**Programming Languages:** C++, JavaScript, C#, Swift

**Tools:** HTML5, CSS3, Sass, ES6, NodeJS, ExpressJS, REST, MVC framework, ReactJS, JQuery, AJAX, JSON, Object-Oriented Programming, Websockets (socket.io), MongoDB, Redis, Canvas, Flexbox, XML

**Software:** Visual Studio, VS Code, Brackets, Autodesk Maya, Unity, Adobe Photoshop, GIMP, Processing, MySQL, Xcode

## Education:

### Rochester Institute of Technology

Bachelor of Science in Game Design and Development, Immersion in Music

**Overall GPA:** 4.00/4.00

**Honors and Awards:** Summa Cum Laude, Dean's List Fall 2014 - Spring 2018

Rochester, NY

August 2014 - May 2018

### Bard High School Early College Queens, Bard College

Associate of Arts in Liberal Arts

**Overall GPA:** 3.30/4.00

New York, NY

September 2010 - June 2014