Matthew Fong

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Work Experience:

Almax Taxi Brokers LLC — New York, NY
Full Stack Developer — March 2019-June 2022

- Built and developed a company services website, using NodeJS, Jquery, HTML5, and ExpressJS, MongoDB, and Redis
- Programmed the logic between client-server interactions, sending requests and receiving responses, through MVC framework and REST-ful API
- Implemented a secure account login/signup system, requiring email verification through the nodemailer library

iD Tech Camp — Columbia University, NY
Instructor — 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, explaining concepts and course material in a clear and concise manner
- Assisted supervisors in leading various camp activities during lunch/activity time for the students

Projects:

- Tweeter - Twitter Clone App
  - Full Stack Developer, programmed core functionality using HTML5, Jquery, NodeJS, ExpressJS, while demonstrating understanding of REST-ful API and Model-View-Controller (MVC) framework
  - Programmed and handled the logic between front end & back end (client-side & server-side) communication, with client-server requests and responses
  - Developed a secure user account system using Redis, Express-sessions, and Mongo database
  - Created a seamless interactive experience using ReactJS
  - Designed and stylized the look and feel, 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 users (client browsers) to an interactive game session (server room)
  - Programmed core mechanics/functionality of the game, including basic player movement, firing bullets, bullet shielding, collision-detection, and player scoring logic
  - Handled the logic of communication between both client browsers and the server in regards to sending and receiving data in order to implement a near real-time game experience for all players
  - Designed the style/look and feel of the game using CSS3
- Dynamic Dash Game - Inspired by Steam's "Speedrunners" game
  - Assisted in development of a 1-versus-1 2D side-scrolling racing game in Unity
  - Programmed some of the core game mechanics, such as Power-Up abilities
  - Handled the interaction logic between different power-up abilities and also how they affect the individual players
  - Designed layout and obstacles of each level/race course
  - Designed GUI elements and UI menus of the game
- Portfolio Website
  - Developed a simple, modern, clean portfolio website using HTML5, Jquery, NodeJS, ExpressJS, and ReactJS, to showcase my projects
  - Stylized and designed the look and feel of my portfolio website using CSS3 & Flexbox

Skills:

Programming Languages: C++, JavaScript, C#, Swift
Tools: HTML5, CSS3, ES6, NodeJS, ExpressJS, REST, MVC framework, ReactJS, JQuery, AJAX, JSON, Websockets (socket.io), Redis, Canvas, Flexbox, XML, Bootstrap
Software: Visual Studio, VS Code, Brackets, Adobe Photoshop, GIMP, MongoDB, Autodesk Maya, Unity, Blender, Unreal Engine 5, Processing, MySQL, Xcode

Education:

Rochester Institute of Technology — Rochester, NY
Bachelor of Science in Game Design and Development, Immersion in Music — August 2014 - May 2018
Overall GPA: 4.00/4.00
Honors and Awards: Summa Cum Laude, Dean's List Fall 2014 - Spring 2018

Bard High School Early College Queens, Bard College — New York, NY
Associate of Arts in Liberal Arts — September 2010 - June 2014
Overall GPA: 3.30/4.00

Activities & Interests:

- Exploring and learning tools in Unreal Engine 5, building simple game prototypes
- Exploring and learning tools in Blender, to create photo-realistic models and environments for rendering