Matthew Hirai

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EDUCATION

California State University, Long Beach | Long Beach, CA   **Expected Graduation May 2023**

B.S. in Computer Science   *GPA: 3.70*

Coursework: Object-Oriented Application Development (Java), Object-Oriented Programming & Data Structures (Python), Algorithms

PROJECTS

Ani-Bops *(JavaScript, CSS, php, HTML, MySQL)*   **August 2021 – December 2021**

- Developed a full-stack web application to help users find their favorite anime theme songs on Spotify just by searching up the anime title.
- Utilizes the Jikan API to allow users to find any anime title and the Spotify API to give users the link to the desired song.

Mega War *(C++)*   **December 2021**

- Developed an altered version of the card game War that plays through the game while displaying the stats of the game until there is one winner.
- Mega War can be played with as many players and as many decks while utilizing inheritance which is applied to the card classes.

React Movies *(React)*   **November 2021**

- Created a React application that allows users to search for movies and gives them information about the movie and cast.
- Applies The Movie Database API that allows users to find and learn information about the movie and authorize a log in system.

Dungeon Master *(Java)*   **February 2021 – April 2021**

- Developed a Java console game where player traverses a map fighting monsters all the while searching the map to reach the next level.
- Applies Java design patterns and class relationships to write more efficient code and provide solutions to reoccurring problems.

SKILLS

Programming Languages

- *Proficient:* Python, Java, HTML, CSS
- *Prior experience:* C++, SQL, php, JavaScript

Frameworks & Libraries

- React, Bootstrap, Pandas

Honors/Awards

President's Honor List *(Spring 2020, Fall 2020, Spring 2021)*

- Certificate of Excellence through High Scholastic Achievement, 3.75 GPA or higher