

Matthew Kolden | Software Engineer

(360)-440-7298 | matthewkolden.dev@gmail.com | in/matthew-kolden | github.com/matthewkolden

PROJECTS

DaMaFe Movies | Group Project

Developer | [Github](#)

- Built an online movie review platform, DaMaFe movie theater, with a team using a MERN stack application
- Utilized technologies such as MongoDB, Express, TailWind, JavaScript, Bcryptjs, and JSX to develop the platform
- Implemented user authentication and authorization by using Bcryptjs for password encryption and decryption and express-session for handling user sessions
- Integrated the OMDb API to grab movie information from search terms

Chat Box | Solo Project

Developer | [Live](#) | [Github](#)

- Developed a chat application with user authentication and real-time communication using Node.js, Express, Socket.io, Passport, Bcrypt, and MongoDB
- Implemented CRUD operations and the ability to create, join, edit, and delete chat rooms with unique codes
- Completed in 2 weeks and published on Heroku

Sprout Learning | Team Prototype Project

Lead UX/UI Designer | [Figma](#)

- Led a team of five in designing a financial e-learning mobile application prototype
- Created interactive topics, quizzes, and lectures, as well as gamified elements such as a leaderboard, awards, and customizable profile options
- Utilized agile development process with weekly sprints, regular stakeholder meetings, wireframing with Balsamiq, and prototype development in Figma to ensure a smooth and efficient development process
- Used Balsamiq for wireframing and Figma for prototype development

WORK EXPERIENCE

Bank Teller

Wells Fargo

Mill Creek, WA

2021 - Present

- Utilized efficient task management and prioritization to multitask and fulfill customer needs by processing transactions at a high speed while maintaining exceptional customer service.
- Successfully trained multiple employees on proper procedures through hands-on examples and reference to relevant documentation.
- Serviced ATMs and made referrals to relevant departments to ensure smooth and efficient transactions for customers.

TECHNICAL SKILLS

HTML | JavaScript | TypeScript | CSS | Git | Node | Express.js | React | Tailwind | Figma | Python | PostgreSQL | NextJS

EDUCATION

General Assembly

Software Engineering Immersive

Remote

2022 - Present

- Completed a 36-week, 420-hour training program in software engineering, gaining expertise in building full-stack applications through a comprehensive curriculum that emphasized knowledge development

University of Washington, Bothell

B.A in Business Administration (Management Information Systems and Finance)

Bothell, WA

June 2022

- Relevant coursework: Usability & User-Centered Design, Software Engineering, Database Systems, Product Development Lab