

MATTHEW VARGA

University of Toronto | Honours Bachelor of Science, Specialist (Co-op) Program in Computer Science
☎ (519) 635-9179 ✉ matthew.L.varga@gmail.com 💻 matthew-varga 🌐 matthewvarga 🌐 matthew-varga.com

EXPERIENCE

Full Stack Developer

Apr 2020 - May 2020

Craniome - Freelance

- Built and deployed customer facing website as the sole developer, meeting all of the clients needs within a timely manner

Software Developer

Jan 2019 - May 2019

UHN, Cardiology Department at the Toronto General Hospital Research Institute

- Developed an internal web application to be used by Data Scientists for centralizing and organizing patient data, allowing for easy access and analysis of such data
- Took lead on the research of OMR and OCR to increase efficiency of patient data entry, allowing for easier and faster access to said data for cardiovascular research

Full Stack Developer

Sep 2018 - Jan 2019

Crisperme - Freelance

- Implemented core platform features as the sole developer, such as customer-expert matching, file transferring, payment processing, progress tracking, and administrative reporting

Junior Developer, QA Analyst

Dec 2017 - Aug 2018

Leonardo Worldwide Corporation

- Displayed in-depth knowledge of design and development best practices through building reusable and customizable front-end components for both enterprise and consumer products from a mobile-first approach
- Exhibited excellent communication and initiative through volunteering on the culture committee, organizing company-wide activities, and executing product demos after each sprint completion

PROJECTS

Project Management Board | Go, JavaScript (React), SCSS

Apr 2020

- An online project management board similar to Jira, which makes use of GitHub API, allowing for features such as branch creation, PR creation, story point tracking, and collaborator assignment

Classic Super Mario Bros. (NES) | JavaScript

Jun 2019

- A re-creation of the classic Super Mario Bros. (NES) game in Javascript, built as a learning exercise to work with sprites and animations
- Contains both a game view and debug view, providing a visual representation of what is happening behind the scenes throughout the course of the game

tftbuild.co | NGINX, Docker, Go, JavaScript (React), SCSS

Jul 2018

- Interactive online tool for the initial release version of Team Fight Tactics (TFT) that was used by thousands of players until better official support for the game was implemented

Fire Fighting Robot | BASIC

May 2015

- Designed, built & soldered, and programmed the robot which measures around 6"x6"x12" in size, and is capable of traversing a maze in search of fire, and extinguishing it upon detection

TECHNICAL SKILLS

Frontend: JavaScript (React, Redux, Jest, Marko), SCSS, HTML

Backend: Go, PHP, MySQL, MongoDB

Other: NGINX, Docker, Python