MATTHEW VARGA

TECHNICAL SKILLS

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

Backend: PHP, Go, SQL, Java, C

WORK EXPERIENCE

UNIVERSITY HEALTH NETWORK

Software Developer | January 2019 - May 2019

- Developed an internal web application for centralizing and organizing patient data allowing for researchers to easily access and analyze the data
- Researched OMR to increase efficiency of data input, allowing for quicker and easier access to research data

CRISPERME

Full Stack Developer | September 2018 - January 2019

- Developed an advanced SPA involving user authentication, file transferring, payment processing, and email/text notifications, as the sole developer of the startup
- Organized and managed the project utilizing Gitlab board following the Kanban methodology, and presented progress to the team in weekly status meetings

LEONARDO WORLDWIDE CORPORATION

Junior Developer, QA Analyst | December 2017 - August 2018

- Displayed in-depth knowledge of design and development best practices through building reusable and customizable components for both enterprise and consumer products with a mobile-first approach (examples: mobile navigation menu, image gallery, image carousel)
- Exhibited excellent communication and initiative through volunteering on the culture committee, organizing company-wide activities, and executing product demonstrations of completed features after each sprint

PROJECTS

TFTBUILD.CO | Go, JavaScript (React, Redux), SCSS

July 2019

- Interactive tool for the game TeamFight Tactics(TFT) used by over 1000 players since release
- Designed with a mobile first approach to accommodate the ever growing demand for small and medium sized screens

NEWCOMER REPORT GENERATOR | Java, MySQL

December 2018

 Designed a prototype for a local business helping refugees, to scrape excel files and export customizable pdf reports

REMOTE FILE SYNCHRONIZATION SYSTEM | C

April 2017

- Transfers and synchronizes files through TCP Sockets, utilizing parallel processing
- Compares diff of server and client file hashes, and only updates files that were modified