

Matthew Proctor

Software Developer

📍 Toronto, Ontario

✉️ mattproct@gmail.com

👉 mattwyd.ca

🎓 Education

Bachelor of Computer Science,

Carleton University

09/2018 – 04/2023 | Ottawa, Canada

- Minor in Psychology

💼 Experience

Web Developer,

Telegraph Road Entertainment

04/2020 – 08/2020 | Toronto, Ontario

- Directed and managed the company's transition and presence on online retailers.
- Developed software to assist in the production of content for puzzle books and children's workbooks using JavaScript.

{ } Languages

C++

Java

JavaScript

C#

Python

TypeScript

HTML5

🔧 Technologies

SQL

Git

Node.js

MongoDB

Data Structures

TailwindCSS

Linux CLI

PyNaCl

Google Tink

📁 Projects

KLA Listing Alerts,

Marketplace service written in Javascript

- Offers users a real-time alert system by leveraging an on-premises server running **Apache**. Promptly notifying users when a new listing is created that matches their specific requirements, enabling users to stay ahead in their search.
- Implemented security measures including **input validation**, authentication, and authorization to protect user data and ensure a safe user experience.

Hew Bot, Discord service written in Python

- Implemented the discord.py **API** to integrate with Discord, an online chat messaging application.
- Utilized **asynchronous** function design to manage large amounts of user requests, returning responses in a quick and timely manner.
- Built functionality to query user chat history and plot information using the **matplotlib** package.

Cryptographic Libraries Analysis,

Implementation and Analysis of PyNaCl and Google Tink Cryptographic Libraries

- Implemented Operations: **Key generation**, encryption, decryption, signature operations, and **MAC operations** using both libraries.
- Evaluation Factors: The project assessed ease of use, security features, and limitations of PyNaCl and Tink, including API design, **key management**, and algorithm choices.

Nourish, Modern website written in JavaScript

- Developed User-friendly web page for a food delivery service with JavaScript and Node.js.
- Implemented **dynamic** loading of restaurant information and menus from multiple restaurants.
- Enabled users to add items to their order; utilized Pug **templates** for increased development efficiency.

Hollow, An ascii based game written in C++

- Emphasized hierarchical structures, including inheritance
- Utilized **UML diagrams** to effectively communicate and model object structure and behaviour