Matthew Proctor

Software Developer

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ℰ Education

Bachelor of Computer Science,

Carleton University 09/2018 – 04/2023 | Ottawa, Canada

· Minor in Psychology

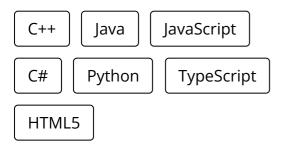
Experience

Software Developer,

Telegraph Road Entertainment 04/2020 – 08/2020 | Toronto, Ontario

- Significantly contributed to the company's transition and presence on online retailers.
- Developed software in **Python** and **JavaScript** to assist team members in the production of content for products.

{} Languages



Technologies



Projects

SnapAssistant,

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.

KLA Listing Alerts,

Marketplace service written in Javascript

- Offers users a real-time alert system by leveraging an on-prem server using **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.

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