

# Matthew Proctor

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## Profile

Passionate about continuous learning, problem solving, and improving systems. Eager to learn new APIs, frameworks, and languages.

## Skills

### Technical Skills

Experienced in development with C++, Python, JavaScript and Java. Completed Fundamentals of Web Applications, learning Node.js, Express, and various database management tools such as SQL and MongoDB.

### Communication Skills

Expertise in project management tools including Git, GitHub, and Jira. Proficient in utilizing Slack for group collaboration and communication through hands-on experience with Pitch Pal.

## Education

### Bachelor of Computer Science

Carleton University

Minor in Psychology

09/2018 – 04/2023

Ottawa, Canada

## Projects

### Pitch Pal

*musical assistant application written in Swift and SQL*

Developed app functionalities for pitch detection and tuning of instruments. Stored and retrieve data, such as user information and preferences, as well as track user activity within the app through the use of SQL database tools.

### Hew Bot

*Discord bot service written in Python using Discord API*

Project developed using Object Oriented principles including Abstraction and Polymorphism. Functionality allowed users to add their own functionality as well as use matplotlib to run analysis on user's server.

### Nourish

*Food-delivery service written in JavaScript*

A user-friendly web page for a food delivery service developed with Javascript and Node.js. This Implementation allows for dynamic loading of restaurant information and browsing of menus from multiple restaurants, enabling users to add items to their order. Templates for the pages were written in Pug to increase development agility.

### mattwyd.ca

*Portfolio website written in Typescript and React*

Modern portfolio website written in React.js and TypeScript, showcasing my skills, projects, and contact information. The combination of React's component-based architecture and TypeScript's static typing enables a seamless and interactive user experience while ensuring the reliability and maintainability of the codebase.

### Hollow

*An ascii based game written in C++*

Designed and implemented a game environment simulation. Focused on a strong adherence to hierarchical structures including inheritance for optimal code modularity, reusability, and scalability. Leveraged Unified Modeling Language (UML) diagrams to effectively communicate and model object structure, behavior, and interactions, leading to a better understanding of the software system.

## Experience

### Web Developer

Telegraph Road Entertainment

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.

04/2020 – 08/2020

Toronto, Ontario