MEG MATTY

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Profile

Motivated, personable professional with a passion for technology looking for that first full stack or front end developer job. Resourceful problem-solver with a track record of efficient priority setting, meeting deadlines, and responsible remote work.

Skills

- HTML5/CSS3/Sass
- Javascript/jQuery

- MERN (MongoDB, Express.js, React.js, Node.js) Stack

- Project management
- Writing & research

Training & Certifications

- Thinkful Flexible Full Stack Web Developer Program, 2017 (in progress)
- Treehouse TechDegree, Front End Web Developer Certification, 2016
- Trained in CA Project Management (CA-PMM Bootcamp, 35 hours), 2015
- Certified Agile ScrumMaster (CSM), 2015
- Licensed Psychologist in California (PSY22310), 2008

Recent Projects

- **Moodful: The Mindful Mood Tracker (2017):** Moodful is way for you to track and analyze your moods while using some basic mindfulness principles. Built with: HTML/CSS/jQuery, Node.js, Express.js, MongoDB w/Mongoose, Jade/Pug, Passport (authentication), Mocha/Chai (testing), Travis CI (integration), Deployed with Heroku. Live site: https://mymoodful.herokuapp.com
- **TriviaNerd - A Web API Trivia Game (2017):** A multiple choice question trivia game built using HTML5/CSS3/jQuery that utilizes the Open Trivia Database (http://opentbd.com) API. Live site: https://megmatty.github.io/Trivia-Nerd/

Experience

EHR ADVOCATE, California Dept. of State Hospitals, CA, 2014 - Present
- Part of a remote team of statewide clinical analysts working to prepare the CA Department of State Hospitals for Electronic Health Record (EHR) implementation
- Works in the Application Development subgroup of Technology Services Division, working to gather functional and desirable solution requirements for EHR implementation
- Co-authoring and coordinating development of key project approval documents (e.g. S2AA, S1BA) for the 5-hospital EHR proposal (EHR-Core)
- Creates custom informational graphics, logos, communications strategy, presentations, website content, and newsletters to assist in communicating project needs and goals

GAMING ENVIRONMENT CONSULTANT, Great Luck, LLC, VA, 2013 - 2014
- Designed community-focused strategies for player engagement, acquisition, and retention
- Conducted background research and made recommendations for game features and marketing
- Created policies and procedures to moderate in-game chat and combat toxic player behaviors
- Developed training materials for community moderators, process maps, and other documents related to game social systems

STAFF PSYCHOLOGIST, Patton State Hospital, CA, 2007 - 2014
- Co-led a team of interdisciplinary staff overseeing the care of up to 50 forensically committed patients
- Wrote over 150 research, psychological, and dispositional court reports

ADJUNCT PROFESSOR/RESEARCH CONSULTANT, University of La Verne, CA, 2003–2005
- Developed and taught doctoral-level courses in psychometrics, cognition, behavior, and personality
- Provided statistical or methodological consultation on 5-7 research projects and dissertations

SALES/PRESENTER, Apple Inc. Retail Store, Pasadena, CA, 2002-2003
- Streamlined the presentation "Welcome to Your Mac" to focus more on new Mac users
- Leveraged presentation talking points into retail hardware and software sales

Education

PSY.D., M.S., CLINICAL-COMMUNITY PSYCHOLOGY, 2002 - 2007, UNIVERSITY OF LA VERNE, La Verne, CA
M.A., EDUCATION, 1999 - 2001, AZUSA PACIFIC UNIVERSITY, Azusa, CA
B.A., THEATER ARTS, 1992 - 1996, BATES COLLEGE , Lewiston, ME