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Michael Ferreira

portfolio website
GitHub: michaeljf07
LinkedIn: michaeljferreira

Education

Waterloo, ON, Canada **University of Waterloo** **Sept 2025**
- Bachelor's in Computer Science (BCS)

Waterloo, ON, Canada **Wilfred Laurier University** **Sept 2025**
- Bachelor's in Business Administration (BBA)

Technical Skills

- Languages: Python, Javascript/HTML/CSS, Typescript
- Frameworks and Libraries: Node.js, Pygame, React.js, Next.js, Pandas

Employment

Software Engineering Intern **LocalReach** **Nov 2024 – Mar 2025**
- Collaborated with a team to build and maintain the company website using TypeScript and Next.js
- Contributed to the development of a computer vision AI system designed for real-time recognition on in-store TV displays
- Gained hands-on experience in building production-grade software under tight deadlines, with a focus on adaptability and rapid iteration

Charity CEO and Lead Developer **Baobab** **Dec 2024 - Present**
- Designed and developed the Baobab website using TypeScript, React, MongoDB, and Next.js, creating a seamless user experience for charities and donors
- Conducted outreach with local charities to onboard partners, understand their needs, and tailor Baobab's platform to maximize community impact
- Led a cross-functional team, overseeing project timelines, technical development, and decision-making

Projects

Baobab Charity Website
https://github.com/michaeljf07/baobab-website
- Built a **full-stack web application** using **TypeScript**, **React**, **Next.js**, and **MongoDB**, with a responsive, grid-based layout and dynamic routing
- Developed **user authentication** and **account management** with secure session handling
- Implemented a charity wishlist system allowing real-time updates and direct item tracking
- Designed and connected **MongoDB** databases to efficiently store user and charity data
- Integrated modular, reusable React components to support scalability and fast feature iteration

Atari Centipede Clone
https://github.com/michaeljf07/centipede
- Built a Centipede arcade clone using **Python** and **Pygame**
- Developed responsive **keyboard controls** and game state management
- Applied **modular code structure** for easy feature expansion

Stock Ticker Game
https://github.com/michaeljf07/Stock-Ticker
- Recreated the Stock Ticker board game using **Python and Pygame**
- Designed a **graphical interface** to display stock fluctuations and player assets

- Structured code for scalable game state management and smooth UI updates