Matthew Berhe

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Technical Skills

- Javascript
- HTML
- CSS
- SASS

- React.js
- Next.js
- Node.js
- MongoDB

- Socket.io
- Git
- Heroku
- Vercel

Personal Projects

2Slow | github.com/mjBerhe/2Slow   **July 2020 - Present**

Created with: Node.js | React.js | Next.js | SASS | Socket.io | Heroku

- Created an online multiplayer competitive math game using React.js & Node.js
- Implemented fully functional rooms for users to join/leave in real time using Socket.io's event based communication with an express server
- Includes real time chat rooms that can contain 10+ users
- Game consists of multiple rounds covering several math topics like arithmetic and algebra

DPS Calculator | github.com/mjBerhe/dps-calc   **Dec 2019 - July 2020**

Created with: React.js | Next.js | SASS | MongoDB | Vercel

- Created a web-based tool to help optimize user in-game performance for the online game *Oldschool Runescape*
- Uses a MongoDB database to refactor and store every in-game item
- Reduced loading time significantly by using Next.js to pre-render the page along with the database queries
- Intuitive interface that uses in-game overlays created with React.js

Portfolio | github.com/mjBerhe/portfolio   **Mar 2021 - Apr 2021**

Created with: React.js | Next.js | SASS | Vercel

- Created a fully responsive website from scratch to showcase featured projects
- Implemented several JavaScript libraries to improve the user experience using animations and image carousels