

# Matthew Berhe

## Full Stack Developer

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[Github](#)  
[Portfolio](#)

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## Experience / Projects

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### Front-End

React.js  
Typescript  
Javascript  
HTML  
CSS  
SASS  
Tailwind

### Back-End

Node.js  
Firebase  
MongoDB  
PostgreSQL  
Prisma  
PlanetScale  
Socket.io

### Deployment/Misc

Next.js  
Vercel  
Git  
Github  
Heroku

#### Renotag / Full Stack Developer

MAY 2021 - FEBRUARY 2022

- Created and worked on several RESTful API's that served hundreds of requests daily
- Improved back-end database query speeds by introducing PostgreSQL and Prisma
- Created and implemented a fully functional front to back-end chat system using Firebase and React.js
- Designed and developed several intuitive sign-in flows using React.js and Tailwind

#### Fraction / Personal Project

JANUARY 2022

- Implemented a fraction pair algorithm to quickly create random and unequal fractions
- Stored all submitted results in a MySQL database using PlanetScale and Prisma
- Smooth and intuitive type-safe components created using React.js and Typescript

#### DPS Calculator / Personal Project

DECEMBER 2019 - JULY 2020

- Created a web application tool to help optimize user in-game performance for the online game *Oldschool Runescape*
- Refactored and stores every in-game item using a MongoDB database
- Reduced load time significantly by using Next.js server side functions
- Intuitive interface that replicates in-game settings created with React.js and SASS