

Matthew Berhe

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Technical Skills

- JavaScript
 - HTML
 - CSS
 - SASS
 - Tailwind
 - React.js
 - Next.js
 - Node.js
 - MongoDB
 - Firebase
 - Git
 - Vercel
 - Heroku
 - Socket.io
 - PostgreSQL
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Experience / Projects

Renotag | Full-Stack Developer

May 2021 - Dec 2021

Created with: [React.js](#) | [Next.js](#) | [Tailwind](#) | [Firebase](#) | [PostgreSQL](#) | [Vercel](#)

- Created and implemented a fully functional front to back-end chat system using Firebase and React.js
- Improved back-end database query speeds by introducing PostgreSQL and Prisma
- Designed and developed several intuitive sign-in flows using React.js and Tailwind
- Created and improved over 50 custom UI components

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

2Slow | github.com/mjBerhe/2S

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