Matthew Kirby

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Applications Developed

StandApp | Live GitHub

- Mobile/Desktop application allowing users to record audio and receive feedback
- Features include Google login and user profiles using Google OAuth2, audio visualizer and recording using REACTjs and Redux
- Backend developer in charge of storing data with Composer and Amazon Web Services (S3) and creating the database using PHP, phpMyAdmin and MySQL
- Frontend developed using JavaScript, REACTjs, Redux, JSX, Bootstrap,
 CSS, HTML, Materialize and Axios

Mixes and Libations | Live GitHub

- Content management system (CMS) that allows for the ability to create, read, update, and delete (CRUD) cocktail information from a database
- Utilized AJAX calls to a MySQL database to retrieve JSON information on Node.is server
- Application developed with HTML, JavaScript, Bootstrap, CSS and PHP

Breaking Bad Memory Match Game | <u>Live GitHub</u>

- Mobile responsive solo card game that tests your memory by matching pairs of images on cards with the theme of the Breaking Bad television show
- Features stat tracking and reset functionality
- Game developed using HTML, JavaScript, CSS, and jQuery

Education

California State Polytechnic University – Pomona, CA

Majored in Computer Science

LearningFuze - Irvine, CA

- Accelerated Web Development Program
- ~50 hours a week, 800+ hours over 12 weeks of programming experience

Links:

linkedin.com/in/mattkirby29 github.com/rag329 matt-kirby.us

Technical Skills

Strong

JavaScript, PHP, MySql, jQuery, HTML5, CSS3, AJAX, JSON, Git

Experienced

REACTjs, REGEX, Redux, Node.js, Bootstrap, Java, C++, Axios, Apache, Ubuntu, OOP

Tools

AWS S3 server, Postman, GitHub, VS Code, Php Storm, MeisterTask, Chrome, Slack, phpMyAdmin, MAMP, GIMP