

# MATTHEW MOE

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[LinkedIn](#)

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[Behance](#)

[Portfolio](#)

## SKILLS

### Front-End

JavaScript

CSS3

HTML

### Back End

Ruby

Java

PostgreSQL

AWS S3

### Source Control

Git

SCRUM

### Frameworks

React.js / Redux

Ruby on Rails

Bootstrap 4

### Ui/Ux

WireFraming

Adobe XD

Sketch

## PROJECTS

Cosmic Snaps ( **JavaScript, HTML, CSS, React.js, Redux, PostgreSQL, Ruby, Rails** )

[Live Site](#) | [Github](#)

*A space-themed clone of 500px, an Image Hosting Site.*

- Incorporated Amazon Web Services and Active Storage to implement CRUD functions allowing users to have a profile background images, avatars, and profile images
- Enforced credentialed access to private user data by using User Authentication to store a unique id for each image
- Integrated React/Redux components with asynchronous requests to update the site dynamically

TypeDraw ( **MongoDB, Express, React/ React Native, Node** )

[Live Site](#) | [Github](#) | [Marvel \(Prototype\)](#)

*Multi-platform mobile and web application for real-time collaboration on a digital whiteboard*

- Ensured consistent client side behavior across platforms by incorporating redux for all state management
- Established simultaneous multi platform views for iOS and web browsers by using the React Native framework
- Generated iOS screen navigation between scenes through use of React Natives' navigation components for iOS

Shakey Snakey ( **JavaScript, CSS, HTML5 Canvas** )

| [Github](#)

*Implementation of classic Snake game with extra features*

- Leveraged JavaScript's object-oriented features such as prototypal inheritance and polymorphism to allow the snake to respond differently to each object
- Employed use of object collision by keeping track of positions on the 2D plane of objects allowing the snake to eat an object and grow
- Utilized JavaScript to manipulate the DOM and Canvas elements to create an interactive game environment

## EXPERIENCE

Part Time Research Engineer

*Knox College IL, Jul 2016 - Sept 2016*

- Developed a Logo platform enabling students to build 3D structures with their code in a Minecraft server
- Issued a user-friendly guide for Windows, and Mac operating systems, for a quick and clean installation of the developed mod.
- Collaborated with another intern and researcher to complete features such as running a Minecraft server, creating scripts, and destroying unwanted student built structures

Summer Intern

*Computer Integrated Manufacturing Co., Ltd.(CIMCO), Jun 2014 - Sept 2014*

- Assisted in the conversion of over 50 standardized reports from Crystal Reports to Microsoft SSRS to improve user experience and better handling of Thai fonts
- Provided bilingual (Thai and English) administrative support for employees during internal meetings with client companies in Thailand
- Supported company employee in managing production work orders, inventory, and scheduling, using the company's proprietary Computerized Maintenance Management System

## EDUCATION

**App Academy** - 1000-hour immersive full-stack web development intensive that teaches TDD, algorithms, OOP, coding style, REST, security, single-page apps, and web development best practices (Fall 2018)

**Knox College IL**- BA - *Computer Science* (Summer 2017)