

Samson Maveli Mathews

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SUMMARY

Former game developer turned full-stack web developer, combining creative problem-solving with strong technical depth. Over 5 years in game development taught me how to write efficient code, design good user interfaces, and manage complex systems - the same principles I apply to web applications built with React and Node.js. I am good at transforming ideas into an engaging, scalable digital experiences that perform smoothly across platforms.

RELEVANT EXPERIENCE

Anime Watchlist

[Visit Website](#) - [Link to GitHub](#)

Developed a full-stack Anime Watchlist application enabling users to search, track, and manage anime titles. Built the frontend with React and the backend using Node.js and MongoDB. Applied agile methodologies during iterative development, performed regular debugging, and managed version control with Git. Enhanced UX through responsive design optimized for both desktop and mobile devices.

TV Series Tracker

[Visit Website](#) - [Link to GitHub](#)

Created a full-stack TV series tracking platform with a React front-end and Node.js-based admin panel. Implemented REST APIs and MongoDB for data persistence, enabling episode progress tracking and next-episode recommendations. Conducted code reviews to improve maintainability and performed systematic debugging to ensure reliable data flow between services. The idea for this project started from a Google Sheet and is now a fully functional website.

Pursuit OCR

[Visit Website](#) - [Link to GitHub](#)

Redesigned the Pursuit OCR web application by introducing interactive digital features and gamified elements to improve user engagement and retention. Developed using HTML, CSS, and JavaScript, with a focus on mobile-friendly layouts and responsive UI. Identified and resolved UI inconsistencies through iterative debugging and testing.

Quirky Directory

[Visit Website](#) - [Link to GitHub](#)

Developed a curated web directory showcasing unique and unconventional websites. Implemented database integration, dynamic listings, and search functionality. Collaborated using Git-based version control and participated in code reviews to maintain consistent coding standards and application stability.

Movie Picker

[Link to GitHub](#)

Built a web application that recommends movies based on user mood. Integrated the Watchmode API to retrieve movie details and streaming availability. Applied debugging techniques to handle API edge cases and improve performance. Developed a responsive UI suitable for both desktop and mobile users.

Football Penalty Simulator

[Visit Website](#) - [Link to GitHub](#)

Developed an interactive football penalty shootout simulator using JavaScript logic and CSS animations. Implemented game mechanics for user input and AI goalkeeper behavior. Used version control to manage feature iterations and performed debugging to refine animations and gameplay flow.

WORK EXPERIENCE

Game Programmer - Ruby Seven Studios, Inc.

Apr 2021 - Jul 2024

- Blazing Bets Blackjack - Led the integration of pivotal features such as SSO and Account Deletion. Improved the sales performance of the game by 5 percent.
- Ruby Seven Video Poker - Worked on a major game revamp. Improved the UI by adding tabbed Sign In/Sign Up feature for SSO.
- Multi Play Video Poker - Added the Account Deletion feature for the game. Assisted in shifting the game engine from Cocos2dx to Unity. Integrated various new features to the game.
- Best Bet Video Poker - Led the team during the implementation of key features like Account Deletion and inclusion of various SDKs like AppsFlyer.

Associate Game Programmer - Ruby Seven Studios, Inc.

May 2020 - Apr 2021

- Ruby Seven Video Poker - Handled crucial updates and integrated key features to the game. One of the flagship games of the company.
- Multi Play Video Poker - Contributed to the latest feature updates and assisted in the major revamp of the game.
- Best Bet Video Poker - Integrated the Single-Sign-On feature into the game.
- Blazing Bets Blackjack - Assisted with adding critical features and updates to the game.

Junior Programmer Trainee - Ruby Seven Studios, Inc.

Jul 2019 - May 2020

- Multi Play Video Poker - Assisted on small sprints. One of the flagship games of the company.
- Blazing Bets Blackjack - Worked on game updates including daily reward revamp.
- Trop World Video Poker - Provided assistance for critical updates to the game till it's sunset.

SKILLS

Front-End:	JavaScript (ES6+), React.js, HTML5, CSS3, Bootstrap, Responsive Design, DOM Manipulation, UI/UX Collaboration, Figma
Back-End:	Node.js, PHP, Express.js, Laravel, REST API Development
Database:	MongoDB, MySQL, CRUD Operations
Tools:	GitHub, Git, VS Code, Postman, Cloud Deployment

EDUCATION

May 2025 - April 2026 **Postgraduate Diploma at Humber College**
Web Development

Sep 2024 - Apr 2025 **Postgraduate Diploma at Sheridan College**
Project Management

Aug 2015 - Jun 2019 **B.Tech at Rajagiri School of Engineering & Technology**
Computer Science Engineering