Matthew Walinga matthew.walinga@gmail.com walinga.github.io github.com/walinga

LANGUAGES

JavaScript

HTML / CSS

Ruby

C / C ++

Java

Python

C# / .NET

Go

TOOLS

React

Git

Bash

Polymer

Redis

SQL

AWS

figma

EXPERIENCE

Google // Software Engineering Intern

Sunnyvale, CA. May - Aug 2019

- Designed and implemented the Drive Viewer integration for Chat-in-Gmail that increased attachment loading speed by over 200%
- Enhanced the UI/UX of Chat in nested iframes by simplifying the message editing process; built according to design specs, using open-source web frameworks
- Documented best practices and collected project metrics to present to stakeholders

data.world // Software Engineer Intern

Austin, TX. Jan - Apr 2019

- Shipped numerous key front-end features using React, Node.js, and InVison, including an integration that allows users to embed SQL queries in Markdown
- Conducted and implemented A/B testing for UI elements, analyzed results and provided insights to support data-driven product design
- Won a team first place medal at the Austin Dragon Boat Festival

D2L // Full Stack Software Developer

Waterloo, ON. May - Aug 2018

- Architected and fully shipped an interactive file drag & drop feature during a 2 week sprint using React and DOM event listeners
- Completely rebuilt rubric user experience to be accessible, responsive, and reusable across multiple views using Polymer for the UI and C# for the API
- Implemented scalable rubric analytics to send data to AWS from users enrolled at more than 1200 learning institutions worldwide

EDUCATION

University of Waterloo

Bachelor of Mathematics in Computer Science | 2015 - 2020 expected

Teaching Assistant - Math 135

PROJECTS

Open Source Implemented features for lichess.org as a regular contributor using TypeScript and Scala. Also contributed to several other projects I found interest in, such as Rust, Homebrew, and Rubocop

Double-U Programming language written in Ruby that performs various nondeterministic and statistical operations, complete with a fully working REPL

ReadAR Augmented Reality web app built with Express; designed to gamify learning and detect correct pronunciation using Google Speech-to-Text