Matthew Berhe

Full Stack Developer

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Github
Portfolio

Experience / Projects

Front-End
React.js
Typescript
Javascript
Tailwind
HTML
CSS
SASS

Back-End
Next.js
Node.js
GraphQL
Firebase
MongoDB
PostgreSQL
Prisma
PlanetScale
TRPC
Socket.io

Deployment/Misc
Vercel
Git
Github
Heroku

Enthusiast Gaming (U.GG) / Software Engineer
APRIL 2022 - PRESENT

- Created and deployed several new features from start to finish using elixir, graphQL and react to over 30 million monthly users
- Diagnosed and fixed several bugs while collaborating with different departments of the team
- Mapped out and implemented several backend data gathering and data processing functions using elixir and postgres
- Created and tested hundreds of responsive, type-safe components using typescript and react

Renotag / Full Stack Developer
MAY 2021 - FEBRUARY 2022

- Created and worked on several RESTful API's that served hundreds of requests daily
- Improved back-end database query speeds by introducing PostgreSQL and Prisma
- Created and implemented a fully functional front to back-end chat system using Firebase and React.js
- Designed and developed several intuitive sign-in flows using React.js and Tailwind

Iterate (iterate.gg) / Personal Project
FEBRUARY 2023 - PRESENT

- Created a web application platform for students to learn and practice math with a unique rating system model
- Fully functional backend to store user's account information, along with a detailed assessment history made with TRPC, PlanetScale, and Prisma
- Created thousands of unique questions meant to cover highschool math topics at different skill levels
- Implemented an elo rating system to update user's ratings after completing an assessment