Matthew A. Haryanto

matthewanh@hotmail.com | linkedin.com/in/matthewanh | github.com/MatthewAnder | matthewharyanto.com

EDUCATION

University of British Columbia — Vancouver, Canada
Bachelor of Science, Major in Statistics — *September 2023 – May 2027*

St. Louis 1 Catholic High School Surabaya — Surabaya, Indonesia
High School Diploma in Natural Sciences — *July 2020 – May 2023*

TECHNICAL SKILLS

Languages: C#, Java, C/C++, HTML/CSS, Javascript, Typescript, Racket, Lua, Python, R, SQL
Frameworks: React, Next.js, SvelteKit, Node.js, JUnit, TailwindCSS, Skeleton-UI, Chakra-UI, Framer Motion
Developer Tools: Git, Google Cloud Platform, VS Code, Visual Studio, IntelliJ, Unity, Blender, GIMP

PROJECTS

To-do List Application — *SvelteKit, Typescript, TailwindCSS, Supabase Auth, Skeleton-UI* — Github ⬈
- Implemented a responsive and intuitive user interface leveraging SvelteKit's modern framework, ensuring a seamless user experience across devices.
- Integrated authentication and user management utilizing Supabase, providing secure and reliable user sign-up, login, and data protection.
- Ensured a clean and consistent design by customizing SkeletonUI's theme, maintaining a visually appealing interface.

Pickup: Pick Up Your Game — *React, Javascript, Chakra-UI, Google Maps API* — Github ⬈
- Utilized the Google Maps API for map integration with JavaScript and React to design an intuitive user interface.
- Designed and developed a web application aimed at fostering community engagement among sports enthusiasts.
- Implemented an intuitive user interface with JavaScript and React to present optimized budgeting solutions derived from the algorithm's analysis, enhancing user financial management and decision-making capabilities.

Budget Planner — *React, Javascript, ChakraUI, Java* — Github ⬈
- Showcased my skills by competing in a rigorous 9-hour hackathon against 200 other participants.
- Engineered an algorithm with Java to compute user budgets, leveraging input processing techniques to tailor personalized plans.
- Implemented an intuitive user interface with JavaScript and React to present optimized budgeting solutions derived from the algorithm's analysis, enhancing user financial management and decision-making capabilities.

Carture — *Unity 3D, Unity Polybrush, C#, Blender, GIMP* — Github ⬈
- Conceptualized and orchestrated the dynamic game environment featuring a car as the protagonist, navigating meticulously crafted landscapes adorned with lush trees, rugged rocks, towering cliffs, and charming huts.
- Designed and implemented a keyboard-controlled car steering system, enabling intuitive navigation through the hand-crafted environment.
- Leveraged Blender's versatile modeling capabilities to craft immersive 3D assets, seamlessly integrating them into the game environment for a cohesive user experience.

EXPERIENCE

UBC Game Development Club Developer — Oct. 2023 – present
University of British Columbia — *Vancouver, Canada*
- Developed a 2D platformer game, featuring dynamic movement through hand-crafted tilesets.
- Programmed a chasing AI system for a rigged 2D dragon enemy, enhancing player engagement and challenge.
- Collaborated with artists, sound designers, and writers to enhance the game's immersive experience through visuals, audio effects, and storytelling.

Frontend Developer — June 2024 – present
UBC Orbit Design Team — *Vancouver, Canada*
- Developed the satellite dashboard and website using Next.js and Material-UI, ensuring a seamless and responsive user experience.
- Conducted thorough user testing to identify and resolve usability issues, improving the overall functionality and user satisfaction of the dashboard and website.