

Matthew Douglas

Developer and Educator

777 Silversmith Street
London, ON, N6H 5R7
(226) 237-1409
matthew.bytesize@gmail.com

EXPERIENCE

TD Bank — *Engineer II*

Jan. 2026 - Present

- Working to deliver co-pilot studios solutions to the TD employees to utilize to build their own agents and automations
- Designing and implementing CI/CD flows that focus on Data policy enforcement and network security

Fanshawe College — *Part time Professor*

January 2024 - Present

- Teaching on a part-time bases on variety of IT programs (CPA, GDP, CTY)
- Organize and deliver courses in both a online and in class environment
- Evaluate assignments and deliver marks in a timely manner

Full Circle TMS — *Software Developer*

September 2024 - Dec. 2025

- Assist in development of their Transport Management Software web application as full stack developer (Typescript and C#)
- Taking control of front end architecture to upgrade to new Angular concepts and structure
- Recreate their driver mobile application in React-Native for up to date tools and user experience

Chaac Technologies — *VR Developer/Software Development Manager*

October 2023 - Present

- Assist on creating VR applications using C# Unity
- Showed initiative and got promoted into the Software Development Manager role
- Manage multiple teams and projects to make sure they meet our milestones and deadlines
- Manager our Jira Software and Development Documentation

SKILLS

C++

C#

JavaScript/TypeScript

Unreal Engine

Unity3D

React / Angular

VR Development

Git/GitHub

JIRA

AWS Services

.NET

Node/Express JS

AGILE/SCRUM

Firebase

HTML/CSS

SQL

EDUCATION

Fanshawe College
2017-2020

Advanced Diploma

Computer Programmer Analyst

Toronto Film School
2015-2016

Diploma

Video Game Design &
Development

Mikutech / Joydrop Ltd. — Software Engineer

October 2022 - January 2024

- Worked on Path of Titans as a gameplay programmer creating new abilities (GAS) such as Area of Effect attacks and UI improvements (C++/Unreal)
- Assisted in Development and testing for Little Goody Two Shoes for console port (C#/Unity)

Tradelite Solutions — Full-Stack Engineer

July 2022 - June 2023

- Helped develop the alpha version of Mogaland, a Financial education mobile game platform (Unity)
- Utilize back-end AWS serverless (TypeScript) and IAC Terraform for user data and authentication
- Created UI systems to navigate through the world and interact with games

Geotab — Software Developer

Oct 2021 - Jul 2022

- Worked in the Data Analytics department for data visualization
- Created front-end UI solutions using vanilla TypeScript and Internal components
- Developed NodeJS server APIs to retrieve data from Google BigQuery and Postgres databases
- Showed initiative and assisted in best Scrum practices

Mikutech / Joydrop Ltd. — Game/Web Programmer

Oct 2020 - Aug 2021

- Primary programmer for Doppeltone 1.0, a unity Desktop application for creating 3D spatial audio dance sequences
- Apart of a team responsible to create a video conferencing/collaborating web application using React, NodeJS, and AWS (S3 and EC2)
- Worked on Unnamed title using UE4, worked on AI Pathfinding with Behaviour Trees

Media Sonar — Software Developer (Co-op and Full-Time)

Dec 2018 - Oct 2020

- Developed client-side components and services using Angular framework
- Worked with RESTful API logic to Analyze and filter large amount of data to present to client (C# .NET)

Certificates

Professional Scrum Master 1

LINKS

<https://bytesizecoder.ca/>

<https://github.com/Byte-Size-Coder>

INTERESTS

Video/Board Games

Sports (Hockey, Soccer)

Dungeons & Dragons

Baking Bread

Camping & Hiking

Personal Projects

EchoGrounds

Indigenous language preservation web application that also explores teaching communities their native language

Rocket Recover

Mobile Game Released on Apple and Google Store for a year (C# Unity)