MATTHEW HORNE

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WORK EXPERIENCE

Android Developer at British Airways – via AND Digital   November 2021 - Present
Reading, Berkshire

- Responsible for maintaining and developing new solutions/features for over one million active users
- Led the design and implementation of large refactor of all homepage features. Rewriting using MVVM/MVI architecture and Kotlin.
- Reviewed designs and collaborated with Product Owners and UI/UX specialists to create user-friendly interfaces
- Worked with a large legacy codebase, mix of Java and Kotlin
- Collaborated closely with cross-functional teams including BAs, Product Owners, Dev Leads, and Quality Assurance teams to determine and understand business requirements, provide feedback and ensure quality in all phases of development
- Developed a specification and coordinated coding, testing, implementation and high quality documentation of a solution
- Developed comprehensive unit tests using MockK and JUnit
- Worked closely with the backend team to define and optimise RESTful api endpoints for Android and iOS clients.

Backend Developer – Team Null   March 2021 - November 2021
Sheffield, South Yorkshire

- Worked as part of a team to develop core back-end infrastructure
- Successfully integrated cloud services for user management, reservation management, payments
- Worked with technologies including EC2, S3, Firebase, Google Cloud Compute, Stripe

Android App Developer – Llama Digital   July 2020 - March 2021
Sheffield, South Yorkshire

- Worked independently, to develop a prototype which upgraded their current situate mapping platform to include advanced features.
- Later worked to integrate these upgrades into their live platform

EDUCATION

Sheffield Hallam University • Sheffield, South Yorkshire   August 2017 – September 2020
Bachelor of Science (Hons.) • *Computer Science* • First Class with Honours

Dronfield Henry Fanshawe School • Dronfield, Derbyshire   September 2010 – September 2017
A-Level, June 2017
  Computer Science (B), Philosophy (B), Mathematics (C)
AS-Level, June 2016
  Computer Science (A), Philosophy (B), Mathematics (B), General Studies (D)
GCSE, June 2015
  11 GCSES including English (B), Maths (A) and Science (A)

TECHNICAL SKILLS

- Programming languages: (Proficient) Kotlin, Java, C++, Python, JavaScript, Clojure; (Familiar) C#, C
- Tools and technologies: Android Studio, Firebase, Kotlin Coroutines, Charles, Dagger, Linux, Databases, Jira, Git, HTML, CSS, XML, Git, Gradle, JSON, Adobe Analytics, Appcenter

PROJECTS

XLN Sales Agent App – XLN Telecom   January 2019
Sheffield, South Yorkshire

- Developed an app to help sales agents locate prospective or current clients and view/edit detailed information about those clients.
- Worked as part of a team following the scrum process. Was awarded prize for excellent communication.
- Built with Android (Java), Firebase and Google Maps.

Pairs Trading Using ML – Sheffield Hallam University   May 2020
Sheffield, South Yorkshire

- Research project which looked at generating profits by trading stocks/commodities/forex using the pairs trading strategy
- Implemented 4 different methods. 3 proposed already proposed in academic papers and a model based on a reinforcement learning.
- Built using Python and Tensorflow.