

MATT DAVIES

SOFTWARE ENGINEER

ABOUT ME

Hugely passionate about front-end design. Recent graduate of the School of Code fullstack developer bootcamp - now eager to add value to real-world tech teams.

Natural communicator, adept learner, personable demeanour, and avid team player.

PROJECTS

PORTFOLIO & GITHUB

[Portfolio](#) / [Github](#)

1SOURCE (TEAM PROJECT)

[Website](#) / [Github](#)

WORDLE

[Website](#) / [Github](#)

SPACE TOURISM WEBSITE

[Website](#) / [Github](#)

TIP SPLITTER

[Website](#) / [Github](#)

PORTFOLIO V1

[Website](#) / [Github](#)

INTERESTS

Piano (Grade 7)
Bouldering
Skiing

WORK EXPERIENCE

APR 2022

AUG 2022

SOFTWARE ENGINEER

School of Code

Attended a 16-week intensive full-stack developer bootcamp, resulting in a strong foundational knowledge of both front and back-end technologies - including **HTML**, **CSS**, **JS**, **React**, **Node & Express**, **Databases** and **SQL**, and testing (Jest and Cypress). Additional learning undertaken through Udemy courses on frameworks such as **Next JS**, which was pitched to the final project team and was chosen as the preferred framework for the team's one month project.

Non-programming skills were also focused upon during the bootcamp; psychology of working in tech teams, assistive delivery technologies such as **Trello** and **Jira**, and **Agile** project methodology.

Notable projects include '**1Source**' (link found under 'Projects') and '**Syntax Samurai**', both developed within 6 and 4 person tech teams respectively.

FEB 2016

APR 2022

PROJECT MANAGER

Robinson Low Francis LLP

Carried out a project management role for a mid-sized private consultancy in Birmingham. Gained extensive experience in full project lifecycle delivery - including design, planning, cost management, site delivery and stakeholder management.

EDUCATION

2024

BSc. COMPUTING & IT (SOFTWARE)

Open University

Currently studying a degree with the OU outside of working hours, supplementing programming knowledge with broader technology concepts.