

MATTHEW LOUGHNANE

Seasoned technology professional with broad experience across enterprise software development and test, web app and mobile development. Invaluable expertise gained in commercially orientated, fast moving environments where strong problem-solving skills combined with a positive response to pressure are vital.

Technical:

- App Development: Flutter, Dart and React Native
- Game Development: Unity Game Engine
- Web Apps: React, NextJS, Static Site Generators (Jekyll, Docusaurus) and Python Flask
- Server-Side Technologies: Apache, Nginx and Caddy Web Servers, and Express JS (for RESTful APIs)
- Database: SQL (MySQL, PostgreSQL, SQLite and MariaDB) and No-SQL (MongoDB, Vertica and Redis)
- Scripting: UNIX, NodeJS (Typescript and JavaScript), Lua and Python
- Big Data: Apache Kafka, ELK (Elasticsearch, Logstash and Kibana), Filebeat and Apache Spark

Hexa Studios, 2014 – Present, Contracted Developer

- Designed a ticket management system with web admin panel, mobile app, and website for island ferry services
- Developed software for hardware devices, a self-service touch screen ticket kiosk with payment and printed ticket functionality and handheld payment terminals, with custom Flutter application and Stripe terminal integration.
- Designed and developed cross platform, Android and iOS, mobile application, web API and web app for island community with online and offline databases, audio, maps, notifications and OAuth functionality
- Built endless runner standalone games for interactive museum displays using Unity Game Engine
- Created RESTful APIs and Web Apps for administration of MongoDB and PostgreSQL databases
- Deployed and integrated headless CMSs for mobile and web applications Supabase, Strapi, Directus and Pocketbase
- Automated deployment of static websites and blogs (Jekyll), optimised for SEO to GitHub Pages
- Developed a web application for mentors and peers to collaborate over video chat to improve their careers
- Designed branding and launch materials for app store and social media

Caped Koala Mobile, Mar-2020 – Present, Telecom Software Developer/Integrator

- Developed a real-time SMS analytics and reporting engine using Apache Kafka, Apache Spark, and the ELK Stack.
- Deployed and maintained a reporting dashboard web application with a custom REST API and PostgreSQL database.
- Created an internal mobile application (built with Flutter and custom Kotlin) for retrieving and sending automated SMS messages defined on a React JS web app with a RESTful API.
- Developed educational mobile games using the Unity Engine as part of a European committee.
- Established RESTful APIs for the games for authentication, scores and player management with PostgreSQL database.
- Designed and built the player management front end using React JS frameworks.

Freewheel, 2017 – 2018, Advisory Services Consultant

- Consulted for Freewheel clients as part of a bespoke internal consultancy for their advanced projects and ideas.
- Designed strategies for Freewheel clients to expand their video ad requirements.
- Built tools to efficiently export reports and standard client documentation.

AppNexus, 2016 – 2017, Product Specialist

- Provided support for AppNexus' entire platform, resolved, debugged and designed creative solutions for client's issues.
- Developed a new scripted reporting strategy to customer's specifications for their extended requirements querying data from MySQL tables and synthesizing usable data in Python's panda's data frames.
- Built Python Flask applications for OpenRTB troubleshooting and web debugging tools.

Sentaca Communications (later acquired by Altran UK), 2011 – 2016, Advanced Consultant at Citrix ByteMobile

- Global Deployment Engineer for a range of Byte Mobile products including NetScaler which involved travelling to customer sites in Qatar and Kuwait to commission their servers from scratch and installation and configuration of the OS and application.
- Captured and analysed evidence pertaining to issues and defects, worked with engineers to create workarounds, and tracked final solutions.
- ISTQB (International Software Testing Qualifications Board), Foundation Level

Caped Koala Studios, Nov. 2011 - Nov. 2012 – Designer and Test Analyst

- Performed AGILE testing, including test case planning, reporting and managing defects via JIRA.
- Responsible for raising, assigning, retesting and closing defects following a structured and agreed approach.

Education:

- MMath in Mathematics, University of Reading, 2007-2011