

# Matthew Graham

.NET Framework ★ NodeJS ★ Python ★ PowerShell

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## QUALIFICATIONS SUMMARY

- Software Developer with 6+ years of comprehensive experience in software development using Visual Studio through multiple programming languages. Knowledgeable in emerging technologies as well as business principles and processes. A considerate and innovative individual who has a good sense of teamwork to get results by instilling commitment, accountability, fairness, and loyalty.

## TECHNICAL SKILLS

- **Programming Languages:** .NET, NodeJS, Python, Javascript, PowerShell, PHP, Java
- **CI/Testing:** NUnit, Selenium, BrowserStack, Jenkins
- **Web Frameworks:** ASP.NET WebForms, ASP.NET MVC, ExpressJS, CodeIgniter
- **Databases:** Microsoft SQL, MySQL, PostgreSQL
- **Version Control:** Mercurial, Git, SVN
- **Process:** Kanban, Agile

## GITHUB PROJECTS

- **JonBons/Sublime-SQF-Language**
  - Wrote one of the first TextMate syntax highlighters for the SQF scripting language used by Arma 3's Real Virtuality 4 game engine with 15K installs.

## PROFESSIONAL EXPERIENCE

- 2013 - **Software Developer, BirdDog Software, Oklahoma.**
- Present
- Wrote an email parser that ensured all emails generated by the software contained absolute URLs that would be reachable by the recipient.
  - Implemented a wrapper in .NET to support using TinyMCE as a ASP.NET WebForms control to turn any textbox into a WYSIWYG editor for HTML content.
  - Added support for drag and drop table column grouping to SlickGrid javascript grid control. (<http://slickgrid.net/>).
  - Implemented ElFinder (<https://studio-42.github.io/elFinder>) to support uploading files and images to the website through a direct control or through TinyMCE.
  - Technologies got to work on: ASP.NET, KnockoutJS, Javascript, Selenium, NUnit, Microsoft SQL, Jenkins