

MATT JONES

JUNIOR SOFTWARE DEVELOPER

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As an ambitious professional transitioning from project management to software development, and a recent graduate of Makers, I am excited to join a dynamic team where I can enhance my technical skills, contribute to innovative software solutions, and drive continuous improvement. With a strong project management foundation and a passion for coding, I adapt quickly, learn new technologies, and deliver high-quality outcomes. I have experience with both Waterfall and Agile methodologies, enabling me to thrive in diverse working environments and collaborate effectively within multi-level, multi-disciplinary teams. I am eager to leverage my Makers education and showcase my exceptional communication and teamwork skills to create meaningful technology that positively impacts people's lives.

PROJECTS

Name	Description	Tech/Tools
The London Underground Orchestra	A front-end web application utilising the TfL API to transform live train arrival data into an engaging and interactive audio and visual experience. The train arrival information called from the API is sonified and mapped to the underground network, where notes have been assigned to each station and instruments to each of the lines.	Javascript, Tone.js, React, Node
Moongoose	A Facebook-like full-stack CRUD web application that allows users to create accounts, post 'moans' and post comments on other 'moans'. The information is stored on a linked database that stores user information, posts, and comments.	Javascript, MongoDB, Express, React, Node
LairBnB	An AirBnB-Style full stack web application built in Ruby and Sinatra which allows users to create and list spaces, and to request bookings on listed spaces.	Ruby, Sinatra, Postgres, SQL, RSpec
Storyteller Dice	A frontend web application that blends random probability with AI language generation. It dynamically generates six captivating images from a diverse pool of thirty-six options and leverages the GPT3.5 API to craft unique stories based on the selected images.	Javascript, JSX, React, GPT3.5 Generative AI Text, REST API

EDUCATION

Software Development Bootcamp - Makers Academy, March 2023 to June 2023

- Conducting pairing sessions to effectively solve problems using teamwork and communication.
- Collaborating with teams to build web applications in an Agile software development environment.
- Utilising Ruby and Javascript and practising Test-Driven Development (TDD) with RSpec and Jest
- Developing responsive user interfaces using JavaScript, React, and CSS, and effectively managing code versioning with Git and GitHub.
- Designing and implementing scalable CRUD (Create, Read, Update, Delete) applications using the MERN (MongoDB, Express, React, Node) stack.

MA Independent Games and Playable Experience Design - Goldsmiths, University of London, September 2023

- Developing successful game projects in Unity using C#.
- Utilising C++ in OpenFrameworks creative computing and Arduino physical computing projects.
- Using ML5.js and P5.js libraries to implement machine learning and creative coding projects.
- Participating in Game Jams with teams and individually to produce projects to tight deadlines.

BA(Hons) Criminology & Criminal Justice - University of Central Lancashire, September 2004 to May 2009

COURSES

Python Basics for Data Science - IBM, April 2021

- Using Python and Pandas to analyse and visualise data in a Jupyter Notebook.

CS50G Introduction to Game Development - HarvardX, May 2021

- Designing and creating 2D and 3D games using PyGame, Kaboom.js, Lua, LOVE 2D, and Unity.

Certificate in Responsive Web Design - FreeCodeCamp, August 2021

- Using HTML and CSS to make responsive web projects.

PRINCE2 Foundation & Practitioner - Alpha Academy, April 2019

AgilePM Practitioner - SPOCE, April 2019

AutoCAD 2D Level 3 - City & Guilds, January 2014

Associate Member - Association for Project Management (APM), December 2018

WORK EXPERIENCE

Project Manager - Engineering Control Supplies, April 2019 to March 2023

- Liaising with engineers and subcontractors to produce accurate project quotations and timelines for the client.
- Leading projects from inception to completion in a precision engineering field under the Waterfall project management methodology.
- Developing and reviewing project plans and schedules, forecasting and reporting on future and ongoing projects.
- Working closely with cross-functional teams, vendors and stakeholders to ensure successful delivery of projects in a fast-paced environment whilst maintaining internal and external KPI (Key Performance Indicator) and OTIF (On Time and In Full) delivery targets.

CAD & Planning Coordinator - Russell Cawberry, June 2017 to March 2019

- Producing accurate 2D CAD drawings according to project requirements.
- Maintaining drawing version control, ensuring all project stakeholders have access to the most up-to-date drawings.

Design Project Manager - Special Projects, January 2014 to June 2017

- Leading pre-works procurement, including bid preparation and submission, and project budgets.
- Fostering collaboration within a small, multi-disciplinary team of designers, engineers, and contractors to deliver projects to client specifications.
- Attending project briefings, ensuring the project team is fully informed of project requirements and timelines.