

MATTHEW SKELTON

SOFTWARE ENGINEER

CONTACT



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<https://mattskelton.github.io/my-portfolio-website/>



12729 Arlington Creek Ln Tampa, FL

EDUCATION

B.S. in Computer Science

University of South Florida

2018-2022

High School Diploma

St. Thomas Aquinas High School

2014-2018

SKILLS

Java
C++
Kotlin
HTML
CSS
JavaScript
Selenium Webdriver
Appium
Agile Scrum
Project Management
Communication
Problem solving

PROFILE

Dedicated and results-driven software developer with 1 year of experience in Automation Testing and 6 months of Android App Development. Adept at designing and implementing innovative software solutions to solve complex business problems. Proven ability to collaborate effectively with cross-functional teams and adapt quickly to emerging technologies.

WORK EXPERIENCE

Associate Consultant

Capgemini

July 2022 - September 2023

- Consulted clients for different tech projects and solutions.
- Worked with Baptist Health of South Florida on their Mobile Automation Testing Team

Automation Tester

Baptist Health of South Florida

September 2022 - September 2023

- Developed and debugged the Baptist Health of South Florida PineApp Mobile Application utilizing Java, Appium and Webdriver.
- Led research and development of integrating the mobile testing suite into AWS Device Farm.
- Created defect tickets for any observed bugs while developing or running the testing suite.
- Technologies Used: Java, Appium, Webdriver, Selenium, Android Studio, AWS Device Farm

IT Developer Intern

Ashley Furniture Inc.

May 2021 - January 2022

- Developed and debugged the Ashley Furniture E-Commerce Android Application utilizing Kotlin, third-party APIs and JDK.
- Completed development on a new curbside delivery feature to allow users to select their form of delivery.
- Worked in an Agile environment with Azure DevOps tickets and version control.
- Technologies Used: Azure, Android Studio, Kotlin

VR and PC Game Developer

Resilience Inc

November 2020 - January 2022

- Developed and designed Virtual Reality and PC games to teach kids Social Emotional Learning.
- Worked in teams of three or independently to create two games:
- Selena VR: A VR spacewalk from a space station to a ship as the space station is collapsing. Designed to help people learn to face their fears and anxiety
- Dealing with Issues and Conflict: A 2D platformer following a knight trying to rescue his Queen. Along the way he must collect fragments by answering questions developing the players conflict resolution skills.
- Technologies Used: C#, Unity Game Engine