

Matthew Gardiner

Currently Bradford-based but flexible on location

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PERSONAL PROFILE

- A junior developer with four years of experience in the tech industry, having worked on a range of projects across various languages and frameworks.
- Completed both undergraduate (BSc Computer Science) and postgraduate (MSc Big Data Science and Technology) degrees. Details of MSc Dissertation and UG Final Year Projects in 'Project Experience'.
- Seeking a new role that will allow me to further develop my software development skills and contribute to innovative, impactful solutions.

EMPLOYMENT EXPERIENCE

GDS Link LLC, Leeds

Feb 2020 – Present

Delivery Analyst

- Developing and maintaining credit decisioning systems built using Lua, Python and SQL, for a number of high-profile clients.
- Assisting clients where possible in order to meet needs and improve client happiness.
- Effective collaboration with other teams in order to improve the client demonstration system.
- Meet with clients face-to-face to provide information and answer any questions relating to a particular product that GDS Link supplies.

Leeds United Football Club, Leeds

Jan 2014 – June 2015

Sales Assistant

- Worked on the shop front as well as in storage.
- Assisted customers in finding items around the store as well as answering their queries.
- Kept shelves stocked as well as using tills and processing sales.

TECHNICAL AND SOFTWARE SKILLS

- Possess strong knowledge of Lua and Python, as well as the XML, JSON and YAML data formats.
- Proficient with Git and SVN as versioning tools.
- Possess intermediate knowledge of JavaScript, TypeScript, C# (.NET) and Java, which are actively being learned and strengthened daily through training and practice.
- Have good understanding of Notepad++ and Visual Studio Code.
- Experienced in using MySQL, T-SQL and MariaDB SQL Architectures.
- Good understanding of the Test Driven, Agile and Waterfall development methodologies.
- Proficient in Windows and Linux operating systems.
- Expert with Microsoft Office, including the Teams stack.

PROJECT EXPERIENCE

Personal Project – Alliance Management Bot - Vision

- Working with my alliance leader to create a Discord bot which interfaces with the Diplomacy and Strife game API in order to pull information regarding the game's players as well as alliance statistics.
- Built using Python and the Pycord package in order to create the discord bot, uses MariaDB as a cache and user database and utilises Flask in order to create an administrator control panel.

Personal Project – Diplomacy and Strife frontend rebuild.

- Working in a team with the creator of the game, as well as other players, to rebuild the front-end of the website, using Typescript, Angular v18 and TailwindCSS.
- Migrating the website from Angular v15 to Angular v18

- Managing community input relating to the design and features of the website via polls and suggestion forms.
- Communicating with the backend team in order to use the best security practices when handling API calls.

Personal Project – ‘JanitorGame’

- Participated in the Pirate Jam 2024, created a small game over two weeks with the theme ‘It’s spreading’.
- Game was created in Godot, using GDScript. The game was built for both web and desktop and is available to play on Itch.io

Master’s Dissertation – Hospital Length of Stay prediction using MIMIC-II

- Implemented a number of different regression models which aimed to predict the length-of-stay of a patient using the MIMIC-II dataset.
- This project was completed using PyCharm for the Python segment of the project, and RStudio when using R.

UG Final Year Project – AI For Artificial Game Opponents – ‘An effective AI for StarCraft II using SC2API’.

- Understanding how AI’s function and how they make their decisions, and created a functional artificial intelligence that was able to play StarCraft 2.
- The AI was created in Visual Studio, the language they were created in was C++. This was in order to use the SC2API C++ library
- In the FYP conclusion, it was concluded that while the system was evidently very powerful, the support and documentation for the library was lacking, making development and understanding very difficult.

EDUCATION AND QUALIFICATIONS

University of Bradford

Sept 2018 – Nov 2019

MSc Big Data Science and Technology: Pass

University of Bradford

Sept 2015 – July 2018

BSc (Hons) Computer Science: Second Class Degree, First Division

ACTIVITIES AND INTERESTS

Archery

- Member of Bronte Archers; I am an experienced archer and have been shooting for around 9 years. I regularly shoot at the club as well as going to competitions all across the UK, from student shoots to international shoots.
- For my Master’s year, I obtained a Sport Scholarship with the university which allowed me to shoot more competitively and allowing me to achieve a national ranking of 32nd.
- In 2019, I helped my University Archery Club win the regional University Indoor League (NEUAL and I was placed 1st overall in the individual archer rankings for the second year in a row. I have also placed 6th and 9th overall in BUCS Outdoors and Indoors respectively.

Video Games

- Enjoy playing video games during my downtime. I keep up to date with current and upcoming game news, as well as trying new and interesting games when they release.
- Enjoy watching speedrun and randomiser content and enjoy playing with randomiser mods/ROM patches to freshen up experiences. Currently enjoying Roguelike/lite games the most.

REFEREES

Professor Ciprian Daniel Neagu, University of Bradford
Shelley Hurst, UBU Archery Coach

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