

Matthew Barker

Junior Software Developer

Lincoln
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[My LinkedIn](#)

[My GitHub](#)

Education

BSc (Hons.), Psychology – 2:2

University of Lincoln

June 2008 – May 2012

A-Level Maths, Physics, and
Biology – A-E

County Upper School

Sept. 2006 – May 2008

The Odin Project

Since playing Golden Axe 2 on the Sega Mark III, I have had a huge interest in coding and video games; *how* they work, *why* they work, and *who makes them work*. The notion that we can give a computer a set of instructions and have it *do* something, from monitoring blood-sugar levels to creating enormous fire-breathing dragons, is absolutely fascinating to me. I love everything about it; the creativity involved in figuring out a solution to a problem, the language to tell our computer to do *this* if *this* happens, and do *this* if it doesn't, and the logic required to write the cleanest, most efficient code for any given task. I see every project as a riddle to be solved, using the tools that I have acquired since I first seriously dedicated myself to learning it 4 years ago, using YouTube, Udemy, and The Odin Project.

Skills

Languages –

HTML, CSS, JavaScript, SQL, MongoDB, and some experience with C# and C++

Testing –

Test-driven development (TDD), use of Jest and SuperTest

Frontend –

React (useEffect, useState, useContext), Routing, Form Validation, Components, Error Handling, Document Object Model (DOM), Data-Fetching, Axios, Hosting, Accessibility (a11y)

Backend –

Object-oriented Programming (OOP), SQL database queries, Node.js, Model View Controller (MVC), Error Handling, Middleware, RESTful APIs, HTTP requests, Express.js, Create, Read, Update, Regular Expressions (Regex), Delete (CRUD) Development, Asynchronous (async) code, MongoDB, MongoAtlas

Other –

Git version control, RESTful APIs, Promises, Closure, Recursion, JSON

Work History

Junior Software Developer

Northcoders - Nov. 2023 – Mar. 2024

- I took a 3-month career break so I could enrol in the Software Development boot camp. I started with the fundamentals, learning about the command line, GitHub, Node.js, scope, value vs. reference, recursion, closure, data types, functions, OOP, TDD, async-await, and promises. I made a Pokémon battle system consisting of Pokémon, Pokéballs, and Trainer classes to learn about OOP
- Following this, I moved into the backend section of the course, where I learned about HTTP requests, Express, MVC, SQL, error handling, routers, and API hosting using Render. After this, I made an API for a Reddit-like website that would be used in the frontend section of the course
- In the frontend section of the course, I learned about DOM manipulation, form validation, a11y, React (routers, context, and states), and Axios. During this, I took the API I had created in the backend and made it into a full website where users could navigate through an engaging, modern user interface

Assistant Store Manager

Seasalt Cornwall - Dec. 2021 – Ongoing

- Generated repeat business through exceptional customer service and responding to queries with friendly and knowledgeable assistance
- Strengthened merchandising and promotional strategies to drive customer engagement and boost sales
- Interviewed and recommended new staff hires to increase the company's productivity and profitability with suitable and passionate employees.
- Supervised day-to-day operations to meet performance, quality, and service expectations

Assistant Venue Manager

Everyman Cinema – June 2021 – Dec. 2021

- Created employee schedules to align coverage with forecasted demands
- Increased employee performance and job satisfaction to strengthen retention and engagement
- Implemented industry expertise, customer service skills, and analytical nature to resolve customer concerns and promote loyalty
- Managed kitchen, bar, cinema, and rooftop areas to ensure efficient speed-of-service

Bar Manager

White Hart Hotel – July 2018 – Jan. 2021

- Maintained composure working within tight deadlines and a fast-paced environment
- Gained strong leadership skills by managing projects from concept to completion
- Generated and analysed reports, identifying discrepancies, and resolving them promptly
- Managed a team of 12 bartenders taking over £12,000 a week on the main bar plus functions

Bar Supervisor

White Hart Hotel – Oct. 2016 – July 2018

- Provided professional but personable customer service
- Assumed the role of Bar Manager when the line manager was unavailable
- Delegated responsibilities to employees based on their strengths
- Supervised and ensured the smooth running of two busy bars

Previous experience and references available upon request

Hobbies & Interests

Music – I can play guitar and bass to a high standard and have previously given bass guitar lessons to earn a small side income. I also competed in Battle of the Bands in my hometown.

Videogames – Since the Sega Mark III I have been an avid gamer. I find it one of the most engaging forms of art, combining music, graphics, and storyline, whilst also requiring input from the player. My favourite companies are FromSoftware, Naughty Dog, and Square Enix. I have also played around with both Unreal Engine 4 and Unity to create a small dungeon level and the very early stages of a 2D side-scrolling game like the early Final Fantasy games.

Cocktails – I adore entertaining friends with cocktails. My current obsession is milk-washing, where you can add all the flavour and sugar of milk to a cocktail, but none of the colour!