

Matthew Peck

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Education

University of Cambridge

M. Sci., Experimental and Theoretical Physics

Cambridge, UK

June 2012

University of Cambridge

B. A., Natural Sciences, specializing in Physics

Cambridge, UK

June 2011

Experience

CHP Consulting

Consultant

London, UK / Los Angeles, CA

January 2013 – Present

Software development:

- Write functional and technical designs as well as develop and test internal and client requested enhancements using agile methods and TDD to deliver new features for CHP's lease and loan portfolio management software and to improve volume performance
- Perform analysis and optimization utilising tools such as JProfiler, Oracle Enterprise Manager and Selenium to identify application and database bottlenecks
- Create and maintain automated functional and performance integration tests suites using Linux and Atlassian Bamboo
- Design and develop a clustered java application to migrate legacy client data using an ETL approach to migrate a high volume of data within a limited time frame
- Configure clustered Linux environments and execute migration trial runs for reconciliation and performance analysis
- Manage, investigate and fix defects and data integrity issues, deliver critical patches and datafixes to live clients
- Manage application releases to clients, collate release notes, build the application and ultimately deliver the release files securely to the client

Consulting:

- Assist with user acceptance testing and post implementation support on and off client site, providing functional and technical assistance
- Collaborate with clients and assist in the analysis, design and implementation of data migration approaches
- Prepare client-facing specification documents and liaise with key client personnel to ensure contractual deliverables are approved and signed off on time
- Deliver technical and functional training as well as training presentations to new joiners and experienced hires

Personal projects

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- Working single-handedly on a 2D computer game project written in Java 8 and OpenGL, features include dynamic lighting, scalable procedurally generated game world and characters, saving and loading, multiplayer implemented with a client-server approach, customizable AI

Technical skills

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- *Languages:* Java, XML, SQL, GLSL, C++, VBA
 - *Frameworks:* JUnit, Hibernate, JGroups, Google Guice, LibGDX, OpenGL
 - *Software/Tools:* Eclipse, Oracle Enterprise Manager, Atlassian Bamboo, Atlassian Jira, Adobe Photoshop, MS Office
 - *OS/Platforms:* Windows, Linux, MySQL, Oracle Database

Interests

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- Coding, electric guitar, skateboarding, snowboarding, hiking, badminton, coding, digital art, cooking