

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

Cambridge, UK

June 2011

Experience

Consultant, CHP Consulting

London, UK / Los Angeles, CA

January 2013 – Present

Software development:

- Carried out functional and technical designs as well as development and QA of 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
- Performed analysis and optimization utilising tools such as JProfiler, Oracle Enterprise Manager and Selenium to identify application and database bottlenecks
- Created and maintained automated functional and performance integration tests suites using Linux and Atlassian Bamboo
- Designed and developed 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
- Set up and configured clustered Linux environments and executed migration trial runs for reconciliation and performance analysis
- Performed management, investigation and fixing of defects and data integrity issues, delivering critical patches and data fixes to live clients
- Managed application releases to clients, collating release notes, building the application and ultimately delivering the release files securely to the client

Consulting:

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

Personal projects

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- Currently working on a 2D computer game 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, complex customizable AI

Technical skills

Java, VBA, XML, Eclipse, SQL, MySQL, Oracle Database, Oracle Enterprise Manager, JUnit, Hibernate, JGroups, Linux, Atlassian Bamboo, GLSL, Photoshop