Matthew Peck

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Education

University of Cambridge   **Cambridge, UK**

M. Sci., Experimental and Theoretical Physics   June 2012

University of Cambridge   **Cambridge, UK**

B. A., Natural Sciences   June 2011

Experience

Consultant, CHP Consulting   **London, UK / Los Angeles, CA**

January 2013 – Present

Software development:

- Writing functional and technical designs as well as developing and testing 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
- Performing analysis and optimization utilising tools such as JProfiler, Oracle Enterprise Manager and Selenium to identify application and database bottlenecks
- Creating and maintaining automated functional and performance integration tests suites using Linux and Atlassian Bamboo
- Designing and developing 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
- Configuring clustered Linux environments and execute migration trial runs for reconciliation and performance analysis
- Managing, investigating and fixing defects and data integrity issues, delivering critical patches and data fixes to live clients
- Managing application releases to clients, collating release notes, building the application and ultimately delivering the release files securely to the client

Consulting:

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

Personal projects

- 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

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, Microsoft Office

OS/Platforms:
Windows, Linux, MySQL, Oracle Database