Matt Woodside

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Professional Summary:

Full Stack Developer with a passion for web development using ReactJS. Expertise in object-oriented programming technologies such as Java and C#, as well as other languages such as JavaScript and Python. Strong ability to learn new technologies quickly and bring a critical eye to new projects.

Languages/Technologies include:

Languages: JavaScript, Python, C#, Java, HTML / CSS, PHP

Frameworks/Libraries: React, Express, Flask, Spring / Spring Boot, Django, Laravel, Bootstrap, Tailwind

Databases: MongoDB, SQL (MySQL, Oracle, PostgreSQL, SQLite)

Other tools/concepts: Ansible, APIs, AWS, BCrypt, Version Control using Git, Git-relevant sites (GitHub, GitLab. BitBucket), Jira, JSP, Kafka, MVC, Node, OOP, PowerShell Scripting, Responsive Web Design, REST, XML Templating, WebSockets (Socket.io)

Work Experience:

Robert Half, Software Developer / Deployment Engineer   April 2022 – Current
- Troubleshoot production errors by analyzing error reports and code updates for remote systems.
- Automate tasks using PowerShell scripts.
- Manage and ensure accuracy of information in Database tables and DB Migrations for system upgrades.
- Develop implementation process for new versioning of our software.
- Create custom page views through XML templating.
- Assist sites troubleshoot L1/L2/L4 (Purdue Model) issues integrated with my applications.
- Implement Kafka messaging for all my applications in North America.

PODS, CDL Driver   January 2021 – August 2021

First Transit, Transit Bus Driver   August 2019 – March 2020

Coming Attractions Theatres, Assistant Manager   September 2018 – August 2019

United States Army, Aviation Operations Specialist   January 2013 – February 2017
- Security Clearance: Secret

Live Projects:

Phoenix's Helpers and Utility Kit, 5R, Arma Community Mod   Steam Workshop Link
- Technology: SQF (Arma's proprietary scripting language)
- Game mod to support the 5R organization for my Arma community (but is publicly available for anyone). Used by 26 members, this addon provides multiple features useful to gameplay, as well as a collection of additional helper functions.
- Primary modules include configurable user-level Vehicle Spawner and also gives users the ability to push around stuck vehicles; this is also the base-level addon that provides helper-functions to other internal unit tools.

Star Citizen Community App, Imperium Organization   https://portal.starcitizenbase.com/
- Technology: Laravel, MySQL, jQuery, Docker
- Webapp to support the Imperium organization for my Star Citizen community. Used by more than 17,000 members to manage sub-units, personnel training, chat/message board, scheduling, and more.
- Primary responsibilities include codebase modernization efforts to allow better integration with our external systems.

Education:

Coding Dojo, Full-Stack Development Boot Camp   September 2021 – January 2022
- 14-week intensive coding boot camp: 1,000+ hours of full-stack web development covering **MERN**, **Python**, and **Java**.