

MATT DUNBAR

MOBILE DEVELOPER



PROFILE

Highly motivated mobile developer with an obsession for building and implementing apps of all sorts.



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Lexington, KY



EXPERIENCE

Mobile Developer @ FusionCorp Design | Sep 2017 - Present

At my current job I write iOS apps in Swift using Xcode and write Android apps in Java using Android Studio. The majority of the apps I interface with at my job implement RESTful APIs.

Software Engineer Associate @ Lockheed Martin | Jun 2016 - Sep 2017

Worked with a C based language called DXL to write scripts for IBM DOORS and also Visual Basic in Excel to help the Systems Engineering department.

DevicePitstop & AT&T | Jun 2010 - May 2016

Throughout college I worked at DevicePitstop and AT&T. I was a sales person at both, but at DevicePitstop I was also a technician and a manager.



EDUCATION

B.S. Computer Science @ University of Kentucky | 2012 - 2016

In the Summer of 2016 I earned my B.S. in Computer Science with a minor in Mathematics from the University of Kentucky College of Engineering with a final GPA of 3.0.



APPS WORKED

Grubby | iOS & Android

This was a side project that I developed by myself to help find random places to eat in any location that you may happen to be in. A link to the App Store and Play Store for this app can be found on my website.

Hours Against Hate | iOS

I was the primary developer on this app for iOS at my employer. It is a game that promotes cultural diversity. All the views and functionality were written by me. A link to the App Store for this app can be found on my website.

Xooker | iOS & Android

While working at FusionCorp, this was one of our biggest clients. I did extensive work to add features and bug fixes to both the iOS and Android versions of this app. Link to the app is on my website.

Omitted | iOS & Android

This was a side project that I developed by myself on both platforms. It's a simple drinking game that pulls words from the Urban Dictionary RESTful API. You can view the entire source code on my Github. I did not submit this to the App Store.



LANGUAGES

Swift | 4 years Java | 2 years JavaScript | 3 years C++ | 4 years