Matt Dunbar

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WORK EXPERIENCE

Built Technologies   October 2021 - Present
Senior Mobile Engineer   Nashville, TN
- Managed and maintained a cross platform Ionic app written in TypeScript with React with native plugins in Swift for iOS and Kotlin for Android.
- Lead initiative to switch to native apps, and with a team of two began to rebuild Android and iOS apps from scratch.
- Heavily researched to ensure best practices were used in CI/CD, testing, linting for native apps. Working to set standards for the company in the native mobile space.

Lextech Global Services   July 2018 - October 2021
Senior iOS Engineer   Chicago, IL
- Worked with multiple teams with varying levels of experience to ship Fortune 500 level company internal employee apps.
- Lead 3 junior engineers with no prior iOS experience to a successful app launch as a mentor and lead engineer.
- Built an app almost entirely using SwiftUI shortly after release along with a widget that was the first to ship to production at the company.

Fusioncorp   August 2017 - July 2018
Mobile Engineer   Lexington, KY
- Managed multiple iOS and Android apps from concept to deployment to the App Stores.
- Built and deployed internal iOS and Android libraries.

Lockheed Martin   August 2016 - August 2017
Software Engineer Associate   Lexington, KY
- Primarily developed scripts in DXL (IBM C based language) and Excel Visual Basic macros to assist Systems Engineering department.

EDUCATION

University of Kentucky   May, 2016
B.S. Computer Science, Mathematics Minor   Lexington, KY
- Senior project was implementing playing a game of checkers on a Chromecast with Android phones as remotes.
- Participated in the first iOS development course at the university.

SKILLS & INTERESTS
- Skills: Swift, 8 years; Kotlin, 2 years; JavaScript/TypeScript, 2 years
- Interests: The Office; Breaking Bad; Beer; Fallout; Elder Scrolls; Destiny; Zelda; Sleeping