MD MATHEW DOCKER

CAREER PROFILE

Creative front-end developer, experience in building and optimizing the performance of user-centric, high-impact and multi-functional websites and software applications. Leverage technical, analytical and problem-solving skills to create dynamic, high-speed websites, apps and platforms, fueling competitive advantage and revenue growth. Thrive in understanding clients' needs, thinking outside the box, and providing unique solutions to difficult technical problems through a cognitively flexible and positive approach. Proficient in Front-end development, Leveraging Restful API's and building Clients, designing databases, ensuring data security, writing codes, as well as developing and implementing of features. Determined to implement learned skills and knowledge for the rapid growth of the prospective organization by working effectively and consistently.

KEY SKILLS

- **Teamwork** – follows directions whilst valuing the diversity of each individual and demonstrating respect towards colleagues, community members and other key stakeholders.

- **Communication** – excellent communication, interpersonal and negotiation skills with the ability to liaise with individuals from diverse age brackets and cultural backgrounds.

- **Planning & Organisation** – works effectively autonomously as well as collaboratively within teams working in close proximity and often arduous situations.

- **Issue Resolution** – combines industry expertise with sound judgement and common sense to proactively identify risks and develop appropriate solutions.

- **Safety & Compliance** – ensures all work practices and environments comply with strict policies and procedures as well as relevant industry regulations and codes of practice.

EXPERIENCE & PROJECTS

React-Js Custom Sportswear Designer Web App | October 2018 - Present

FONT-END DEVELOPER

I am currently developing a web app with React-js. The web app is a 2d custom sports clothing design app. The customer will have the choice of:

- choosing their sport (cricket, touch football, rugby etc...)
- choosing their clothing type (shirt, jersey, pants, jumper etc...).
- choosing from a set of designs,
- Choosing primary, secondary and tertiary colours,
- adding logos and/or sponsors to various locations.

The project relies on Redux, taking advantage of components, containers, reducers and action creators to manage

the state of the app, whilst harnessing a components lifecycle to deliver a functional web app.

This project includes technologies such as, Visual Studio Code, ESLint (code linting), html, css/sass, javascript/React-js with babel-jsx-syntax, webpack 4, node-js, and git version control via gitbash.

Repo: https://github.com/matdocker/CustomKit

WooCommerce Website (Wordpress) - Sports Apparel | SEMPTEMBER 2018 – OCTOBER 2018

Full-Stack DEVELOPER

- Created a WooCommerce website for a client to sell sports clothing.
- Installed a template from themify adding and removing components to suit the style and needs of the client.
- Paypal and Stripe integration for payment methods.
- The Australia Post plugin was used to calculate shipping.

Link: https://2reds.ozappeal.com.au

Full Stack Developer| JUNE 2018 – OCTOBER 2018

Full-Stack DEVELOPER

Two Reds Ecommerce Website - online clothing store for a client

- work in progress - Using html5, php, mysqli and javascript/jquery to build a ecommerce webpage,
- CSS to style layout,
- Integrate Paypal and Stripe payment methods
- Using Bootstrap components to create a responsive webpage
- Created an admin dashboard for adding dynamic content
- Setup DNS settings and records.
- Setup redirects
- setup cloudflare CDN
- enabled browser caching
- compatible with multiple displays including PC monitor, tablet and mobile device, &
- Font Awesome icons for clickable links and design elements.
- using xammp local server.

Repo: https://github.com/matdocker/Oz-Appeal-website

PORTFOLIO WEBPAGE | APRIL 2018 - APRIL 2018

Font-End DEVELOPER

- Using html5 to build webpage layout and functionality,
- CSS to style and modify layout,
- Using Bootstrap to components to create a responsive webpage compatible with multiple displays including PC monitor, table and mobile device, &
- Font Awesome icons for clickable links and design elements.

Repo: https://github.com/matdocker/Portfolio_MDocker.git

MD MATHEW DOCKER

ANDROID & IOS APP COIN PUSHER: GAME OF THROWNS (NOT THRONES) | JANUARY 2017 - MARCH 2018

PROGRAMMER/UI DESIGNER/3D MODELLER/TEXTURE ARTIST

- Developed a Coin Dozer variation using Unity 3d, Blender 3d & Photoshop.

- Designed and implemented a Mini-game feature, prizes, rewards, IAP, reward videos' and 3d Assets into a basic Coin Dozer app source code,

- Writing game logic in C#, including and not limited to for loops, while loops, if statements, boolean and storing player attributes, rewards and progression in playerprefs,

- creating 3d assets using Blender 3d and importing to Unity 3d. Ensuring all 3d assets are low poly and suitable for mobile devices,

- designing the overall look of the Coin Pusher game. Including designing UI elements in Photoshop ensuring the resolution of UI elements were suitable for mobile devices,

- Adding Facebook SDK for Facebook integration and social media advertising.

- Implementing in app purchases using Unity 5's services and coding a purchase script in C#,

- Implementing in app advertisements through reward videos, issuing rewards the player on video completion.

- Updating the coin dozer app template from Unity 4 to Unity 5, rewriting obsolete code, and debugging and testing code.

- Uploading to the app stores. (in the process of uploading to iOS app store, need to meet tax requirements for IAP's)

Repo: https://github.com/matdocker/game_of_throwns_unity_app

ANDROID APP SCAFFMATE | JANUARY 2016 - DECEMBER 2016

PROGRAMMER/UI DESIGNER

- Created a scaffolding reference app using Java programming language in Android Studio,

- Designing a UI for intuitive navigation,

- Designing UI elements using Android Studio Cards similar to Bootstrap cards and Photoshop.

- Collating information into categories for ease of digestion &,

- Uploaded to the Android App store

Repo: https://github.com/matdocker/scaffmate_android_app

IOS APP PETMANIA MATH: FUN MATH FOR KIDS | JANUARY 2017 - MARCH 2017

MANAGER

- Petmainia Math is an app that has been reskinned with an added feature where the player can collect stars in each level to provide player progression,

- Collaborated with a 2d artist to design the theme and UI elements,

- Collaborated with Xcode professional to add player progression feature,

- Uploaded to the iOS app store. (has been since rejected as due to regulation changes, updates need to be made for app to comply

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EMPLOYMENT HISTORY

SYDNEY RAIL SERVICES PTY LTD | NOVEMBER 2016 – Present

CURRENT SECOND MAN/SHUNTER

- Riding passenger in the freight train watching for signals and maintaining a vigilant look out in the rail corridor.

- Shunting and marshalling trains in train yards and Port Botany.

- Conducted regular safety inspections and risk assessments which helped identify hazards and address potential issues to create safe work practices and environments.

KJ INDUSTRIAL SCAFFOLDING PTY LTD | JUNE 2014 – NOVEMBER

2016 SCAFFOLDING & RIGGING

- Erected and dismantled scaffold systems as well as performing basic rigging duties in accordance with strict workplace safety and regulatory requirements.

- Managed and mentored teams of up to 4 diverse personnel whilst liaising with supervisors regarding job specifications, logistics, workplace safety and client needs.

- Conducted regular safety inspections and risk assessments which helped identify hazards and address potential issues to create safe work practices and environment

ROYAL AUSTRALIAN NAVY | MAR 2006 – FEB 2012

NAVY CLEARANCE DIVER

- Worked extensively with SCUBA equipment, air cylinders/regulators and Kirby Morgan diving helmets as well as underwater lift bags, communications, video systems and demolitions equipment.

- Performed a range of recovery operations, demolitions and disposal of explosive ordnance including recovering costly equipment in extremely hazardous and arduous circumstances when routine recovery methods were unavailable. This included locating, identifying, evaluating and disposing of underwater military weaponry at depths of up to 90 metres.

- Trained staff in the use of Mk 17 SSBA helmets, Arga underwater communication systems, Draga re-breathers and mixed gas equipment, including helium and nitrox systems.

- Prepared and presented regular briefs to senior management on diving operations, resource requirements, safety requirements and future work commitments.

- Operated efficiently in close-knit teams

- Conducted safety inspections, risk assessments and workplace assessments on equipment, work practices and changes to working procedures to identify hazards and implement appropriate solutions, often in extremely dangerous workplaces.

- Completed numerous seamanship tasks ranging from tying knots, rope-work and working with wires, shackles, anchors and small boat operations through to deck maintenance, staff training, workplace safety, security and management reporting.

- Operated specialist equipment, worked as the Coxswain of small boats and participated in boarding operations which helped develop strong organisational skills and the ability to work calmly under pressure.

COMMAND FITNESS | JUNE 2010 – MAR 2012

BOOTCAMP INSTRUCTOR

- Designed and implemented personalised fitness, exercise, health and dietary programs targeting specific conditions and concerns including obesity, arthritis and high cholesterol.

- Successfully recruited and retained private and corporate clients ranging from members of the general public to council members.

- Conducted group fitness classes whilst ensuring the safety of each individual including assessing client fitness on a monthly basis and providing advice on common sport and exercise-related injuries.