

# Matthew B. Lockdall

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**Web Developer** who enjoys the process of conceptualizing systems and design, and creating solutions to complex problems. My love for board game design has instilled in me the ability to break down a problem and see where the points of leverage exists. I value team collaboration and through my ability to see the big picture, I am often asked to take the lead when dealing with small tasks.

## SKILLS.....

**Front-end Tools:** Sass, Materialize, HTML5 , CSS

**Programming Languages:** JavaScript, Ruby

**Software:** Atom, Mongo, Postman

**Frameworks:** React.js, Node.js, Express.js, JQuery, Ruby on Rails,

**Databases:** MongoDB, PostgreSQL

## WEB DEVELOPMENT EXPERIENCE.....

**Software Engineering Immersive**, GENERAL ASSEMBLY, Chicago, IL (2/2019–8/2019)

**Personal CGM Tracker** A web app to look at data generated by the Dexcom CGM. Built with Node.js, Sass, MongoDB, OAuth2.

**BGG-Lister** App for creating user generated lists from Boardgamegeek api. Built with React.js, Ruby on Rails, PostgreSQL, Sass.

**Touring-Interurban** A site for tracking the length of your bicycle rides. Built with Node.js, Express.js, MongoDB, EJS, and Sass.

**Bookshelf** A page for browsing Google Books api. Built using JQuery, CSS3, and Html5.

## PREVIOUS EXPERIENCE.....

**Sound Designer**, Stage Left Theatre , Chicago, IL (12/2017- 1/2018)

Designed audio and sound stage for production.

**Sound Engineer**, Remy Bumpo Theatre, Chicago, IL (8/2017– 12/2017)

Testing all equipment to make sure it functioned at optimal value between each show and other productions.

**Sound Engineer**, Redmoon, Chicago, IL (12/2014– 9/2015)

Organized and maintained companies sprawling inventory. Handled professional repair and replacement work orders.

**Sound Designer**, “Its Full of Stars”, Live Action Role Play, Chicago, IL, (5/2013)

Designed Interactive Sound Installation using Max Msp and touch OSC.

## EDUCATION.....

**GENERAL ASSEMBLY**, Chicago, IL (2/2019 - 8/2019) Software Engineering Immersive

**GENERAL ASSEMBLY**, Chicago, IL (8/2018 - 10/2018) Front End Web Development

**EDX**, remote, (5/2017 - 11/2017) Front End Web Development

**School of the Art Institute of Chicago**, Chicago, IL (9/2007 - 5/2011) Bachelors of Fine Art, emphasis in Sound Art