

# MATTHEW BONHAM LOCKDALL

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## OBJECTIVE

Highly motivated Web Developer who enjoys the process of conceptualizing systems and design, and creating solutions to complex problems. A 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.

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## EDUCATION

### General Assembly, 2018-2019

Front End Web Development  
Software Engineering Immersive

### EDX, 2017

Front End Web Development

### School of the Art Institute of Chicago

Bachelors of Fine Arts

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## SKILLS

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**Programming Languages:** Javascript, Ruby

**Software:** Atom, Mongo, Postman, Visual Studio Code

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

**Databases:** MongoDB, PostgreSQL

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

**Testing:** Jest, react-testing-library

## EXPERIENCE

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### Software Engineering Immersive

General Assembly | Remote

Feb 2019 - Aug 2019

- Investigated the data generated by a Dexcom CGM by accessing the API to build a Personal CGM Tracker via Web Application with Node.js and Express.js and MongoDB. OAuth.2 authentication was needed to access the personal data.
- Created a WebApp for customized user generated lists from boardgamegeek API - BGG Lister - Achieved with React.js, Ruby on Rails, PostgreSQL, Sass, and JWT authentication.
- Touring-Interurban - A Web Application for tracking the length of your bicycle rides. Created using Node.js, Express.js and MongoDB, EJS and Sass.
- Bookshelf - a page for browsing Google Books API. Built using JQuery, CSS3 and HTML5.

### Sound Designer

Stage Left Theatre | Chicago, IL

2017-2018

- Designed audio and sound stage for production to create optimal show environment and impact.

"It's Full of Stars" | Chicago, IL

2013

- Designed interactive sound installation using MaxMSP and touch OSC for collaborative live action roleplay.

### Sound Engineer

Remy Bumpgo Theatre | Chicago, IL

2017

- Tested all equipment for optimal functionality and value between each show and specified productions.

Redmoon | Chicago, IL

2014-2015

- Achieved an organizational strategy to maintain company inventory while handling professional repair and replacement work orders amongst large productions and events.