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.

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

SKILLS

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, MySQL **Front-end Tools**: Sass, Materialize, HTML5, CSS3

Testing: Jest, @testing-library/react

EXPERIENCE

Full-Stack Developer

Hoops By Holly | Remote

Oct 2019 - Present

- Pushed reliable front-end and back-end commits as a self-directed freelance contributor.
- Implemented reusable components in React and applied responsive Sass to upcoming Homepage.
- Built out back-end API using Express and MySQL database.

UI Engineer

Groove360 inc. | Remote

Sep 2019 - Present

- Participated in planning the front-end Architecture for Beta app.
- Designed landing page and User dashboard and implemented in React.

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.

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 Bumppo 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.