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

Programming Languages: JavaScript, Ruby
Software: Atom, Mongo, Postman
Frameworks: React.js, Node.js, Express.js, JQuery, Ruby on Rails,
Databases: Mongodb, PostgreSQL
Front-end Tools: Sass, Materialize, HTML5 , CSS

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, OAuth.2.
BGG-Lister app for creating user generated lists from Boardgamegeek api. Built with React.js, Ruby on Rails, PostgreSQL, Sass.
Real-Talk A group created site for sharing blog posts with fellow writers for feedback. Built with Node.js, Express.js, MongoDb, React, Sass, and Draft.js.
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.

WORK EXPERIENCE

Sound Designer, Stage Left Theatre , Chicago, IL (12/2017- 1/2018)
Designed audio and sound stage for production.
Sound Engineer, Remy Bumppo 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