

MATTHEW SEARLE

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ABOUT ME

I've always had a love of technology and found myself drawn to software development when I discovered the creative possibilities of coding. I find tech's constant innovation really exciting, and I'm looking for a role with room for creativity and collaboration that will challenge me to constantly learn and grow.

EDUCATION

Full-Stack Software Development Bootcamp

iO Academy, 2021

16 week intensive coding bootcamp with a focus on understanding the fundamental concepts and best practices of programming using in-demand technologies.

During the course I also became a Scrum Alliance Certified Scrum Master.

BA (Hons) Creative Music Technology 2:1

Falmouth University, 2010 - 2013

Honed skills in creating sound and music for a wide range of media, including music composition, recording, editing, mixing, mastering and interactive installations.

BTEC National Diploma in Sound Engineering

dBS Music, 2007 - 2009

PROJECTS

I have recently completed a 16-week coding bootcamp at iO Academy. During my time there I worked on a range of projects, both individual and in a scrum team. Below is a selection of some of my favourites.

JavaScript, HTML, CSS / Whack-A-Mole Game

github.com/iO-Academy/2021-aug-whackamole

Working in an Agile Scrum style, utilising daily stand-ups, story and task estimations, pair programming and Git, we built a whack-a-mole style game using HTML & CSS, Javascript for DOM manipulation, and the Audio API to add sounds.

React, Bootstrap, SCSS / Aptitude Test

github.com/iO-Academy/aptitude-test-react

As part of a larger team, I contributed to rebuilding an existing application for the iO Academy Aptitude Test using React, implementing all the same features as the previous Typescript based version. We worked with an existing RESTful API and began building a scalable application to replace the existing legacy project.

PHP, HTML, CSS, SQL / OOP Listing App

github.com/iO-Academy/2021-aug-oopTransformers

Using Object Oriented Programming, this listing app pulls Transformers Top Trumps data from a MySQL database using SQL, populating the webpage with this data, making use of PHP and the hydrator design pattern. The code was unit tested where possible, and adhered to SOLID design principles.

WORK HISTORY

Music Buyer

Juno Records, 2014 - 2021

- Managed multiple worldwide accounts from music suppliers, distributors and record labels,
- Analysed and reported on sales performance.
- Managed large catalogue of data via CMS.

Broadcast Assistant

Rinse FM, 2013 - 2014

- Oversaw the running of the studio, technical troubleshooting, and social media output.
- Edited and published podcasts using Adobe Audition, Filezilla & Wordpress.