matthewwbuckley@gmail.com
matthewwbuckley.com
linkedin.com/in/matthew-w-buckley
github.com/matthewwbuckley

Matthew W Buckley

Web Developer with a Scientific Background

HTML	MongoDB	Sass
CSS	Express	Redux
Javascript	React	Git
	Node	Webpack
		GatsbyJS
		NextJS

About

I have a Chemistry PhD and am seeking to transition to programming after finding it enjoyable during my doctorate. I enjoy solving problems and building things, having developed a game for android and a number of React apps, one which grew to 300 sign-ups. I have completed courses on Python and R. I eventually plan to expand into data analysis and machine learning so that I can analyse and communicate interesting and important aspects of life.

Projects

iCYOA   A story/game maker with a drag and drop WYSIWYG creator interface that can publish interactive stories to the site. Created using the MERN stack with the third-party headless CMS Strapi for the backend. To see the creator please login using the username *guest* and password *guestpass.*

Short Story Site   A restricted CRUD app, no Update or Delete, meant to emulate physical print. The site allowed stories of 100, 200, and 400 words, and comments of 10, 20, and 40 words, respectively. Created using the MERN stack.

NASA APOD   A single page site that requests the picture of the day from the NASA APOD API. The site is intended to showcase a React site built from scratch and was used to learn the basics of Webpack and Firebase.

Portfolio   My old and current portfolio sites were built with the static site generators GatsbyJS and NextJS respectively.

Boost Ball   A pseudo pool game featuring 16 levels and an endless arcade mode, where the goal is to pot balls as quickly as possible. The game was built using the Unreal Game Engine and released for free on the Android Play Store.