

Matthew Gilliland

Full Stack Web Developer

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EXPERIENCE

Cherry Hill Construction, Accord, NY — Owner

July 2015 - PRESENT

As the co owner of a residential construction company that specializes in new home construction and renovation, I am responsible for all aspects of operating a small business. This includes finding new clients, maintaining relationships with previous clients, creating scope of work agreements, creating invoices, preparing and filing annual taxes.

North Fork Web, Long Island, NY — Application developer

July 2014 - July 2015

I was responsible for taking new app ideas from concept to development. I would research the best way to execute an idea for an app, and then I would develop the app either by myself or with the help of an external development team.

University At Albany, Albany, NY — Lead Developer

January 2014 - May 2014

I was lead developer and designer of the first official uAlbany Mobile application for Android and iOS platforms.

EDUCATION

Columbia University, New York, NY — Certificate - Full Stack Web Developer

April 2019 - September 2019

University At Albany, Albany, NY — M.S. Computer Science

August 2014 - December 2014

Magna Cum Laude

University At Albany, Albany, NY — B.S. Computer Science & Applied Mathematics, minor in Business

January 2011 - June 2014

Cum Laude

SKILLS

Highly organized

Self motivated

Work well individually or as part of a team

LANGUAGES, FRAMEWORKS, AND TECHNOLOGIES

HTML, CSS, Javascript

Angular 2

MERN Stack (MongoDB, Express.js, React.js, Node.js)

SQL

AWS - Amplify, S3

Visual Studio Code

Git and Github

C++

Java

PROJECTS

uAlbany Mobile App — *University at Albany*

I utilized the Phonegap framework to develop uAlbany's first official mobile app. Phonegap uses HTML, CSS, and Javascript source code to compile native apps for Android and iOS platforms. Our objective in creating this app was to take a number of pre existing university resources, such as real-time bus schedules, meal card balances, university newsfeeds, university alerts, etc., and make them available in one convenient app. I worked with many different departments within the university to get all of the required resources and bring this app to the market in just 6 months.

Speakeasy Mobile Web App — *Northfork Web*

I was the project manager and a developer for this conferencing app. The objective of this project was to leverage WebRTC API to create a peer to peer conferencing app that would allow people in a large auditorium or conference room to speak through their mobile phone and have it projected over a speaker for attendants to hear. Attendees of the conference could request to speak through the app and the moderator of the conference could allow or deny the request to speak. Ultimately funding for this project was cut, so it never made it past the initial development phases.