

Matthew Kelley

Software Engineer

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EXPERIENCE

Delane Studios— *Developer*

Apr 2019 - Present

Joined Delane Studios as a part time volunteer developer to help with their SimSync Sims Multiplayer Mod, my focuses on the team are primarily working on the launcher and the website. Technologies and tools used on the project are React, Javascript, Electron, HTML, CSS and Mongo.

CloudEngage, Portland OR — *Software Engineer*

Jun 2017 - Dec 2018

Started as an intern but quickly rose to the lead Engineer on one of the company's newest and most important features. Handled everything from building complex form interfaces to writing APIs to managing our multiple databases. Technologies and tools used on the job include PHP, Phalcon, Mongo, MySQL, HTML, CSS/LESS/SCSS, JavaScript, jQuery, Bootstrap, and a variety of various API libraries.

EDUCATION

Epicodus Code School, Portland OR— *PHP/Drupal/JS*

Jan - July 2017

Used previous Code School experience to help mentor peers and acted as a go to person with any issues or debugging involving the curriculum and related projects. Technologies and tools covered in the curriculum included PHP, JavaScript, Drupal, Ember, Angular, Gulp, PHPUnit, Node, MySQL and Twig.

Portland Code School, Portland OR— *Fullstack JavaScript*

Aug - Nov 2015

Persevered when PCS closed down early and worked with the rest of the class to finish our studies outside of the school on our own. Technologies and tools covered in the curriculum included JavaScript, Node, MySQL, NoSQL Handlebars, and Mocha/Chai.

University of North Dakota

2008 - 2010

Worked towards a major in Air Traffic Control.

SKILLS/TECHNOLOGIES

- PHP
- Phalcon
- JavaScript (es6)
- MongoDB
- MySQL
- Node.js
- Express.js
- React
- Angular
- Ember
- Drupal 7/8
- jQuery
- RESTful APIs
- HTML
- CSS/LESS/SCSS
- Volt/Twig/Handlebars
- Git
- Gulp
- Mocha/Chai
- PHPUnit
- Bootstrap