Matthew Lockhart

COMPUTER SCIENTIST

Details

07495 391661
mattyglockhart@aol.com

Links

GitHub

Linkedin

Website

Skills

GitHub

Python

C#

C++

HTML & CSS

CUDA

Rust

Flask

Unity

PyTorch

Languages

English

Swedish

Hobbies

I am passionate about fitness and the outdoors which I enjoy through running, mixed martial arts, wild-camping and weight training. I also enjoy playing and developing games, I continue to improve my skill by creating small to medium sized projects both solo and with friends.

Profile

BSc (Hons) Computer Science student from the University of Hull with a passion for programming. I am looking to develop my career with a company that is supportive of enhancing skills and personal development within a challenging environment.

Education

BSc (Hons) Computer Science for Games Development, University of Hull

SEPTEMBER 2021 — MAY 2024

Expecting 1st Class Degree

- First Year – 1st (75.85%)
- Second Year – 1st (77.18%)
- Third Year – Expecting 1st Class Degree

A-Levels, Hill House School, Doncaster

SEPTEMBER 2007 — MAY 2020

Subjects

- Business Studies - A
- Classical Civilisation - B
- Economics - C
- Extended Project Qualifcation - C

Employment History

Director, Dot2. LTD

JUNE 2022 — PRESENT

- Design, development and maintenance of the company's website using Flask.
- Develop in-house software using C# to identify high-performing keywords for advertising campaigns.
- Managing the fnancials of the company using exce

Various Construction Roles, Yorkshire Water Features LTD

APRIL 2016 — PRESENT

- Part/Full time work for private company across a wide range of construction related tasks.
- Various elements of problem solving and logistical management.

Projects

Identifcation of Illegal Wildlife Trade through Social Media, Creator

- Developed, using Flask, Jinja 2, HTML and CSS a responsive website.
- SQL Database using RESTful API's.
- Twitter Data Scraper using Python to gather post data to analyse.
- Machine Learning Model to identify instances of illegal wildlife trade within posts scraped by the program using text data.

OpenGL Game Engine & Pacman Clone

- Developed a modular game engine with component-based architecture.
- Modular Systems (AI, Audio, Physics, Collisions, Rendering).
- Compiled engine into a true DLL library.
- Game Engine Managers for complex tasks.
- 3D Pacman clone built utilising the engine and extending engine managers to complete complex game specifc tasks.