

Richard Matthews

Phone: 027 308 2943

Email: rj.matthews23@gmail.com

Portfolio: www.richardmatthews.co.nz

Personal Summary

I am a keen web developer with three years commercial experience. I am interested in problem solving, providing and implementing solutions, using a range of technologies, and working in a team. I am reliable, punctual, thorough, and persistent. I am also a gigging musician and love playing video games.

Work History

Haunt Digital

May 2014 – September 2015 Software Developer

Examples of Work

‘Go-Fish’ is a Javascript game that I built using the Phaser framework. Its purpose is to demonstrate the effects of overfishing and the importance of research in the fishing industry. I also adapted it to run on Android using the Cordova platform. I implemented all of the logic that the game runs on based on requirements from the client.

‘First World War’ is a SilverStripe build that runs on the CWP. I was responsible for implementing the front end components (using Bootstrap 3, Sass, and jQuery), creating the content types, and creating the Digital NZ API Module.

‘IMNZ’ is a Wordpress build that makes heavy use of Advanced Custom Fields. My main job was creating content types, front end development (Using Bootstrap 3, Sass, BEM Methodologies & Gulp), and implementing the course booking and member registration systems. These systems were handled with Ajax, Payment Express' PHP API, and EzPay.

‘Pipfruit’ is a Locomotive CMS build which demonstrates the story of the New Zealand apple. I was responsible for the scaffolding of the sites initial templates and creating the content types. This site uses MongoDB, Bootstrap3, Grunt, Sass, BEM Methodologies, jQuery Cookie, and the Google Locations API.

‘NZ Paint’ is a Drupal Commerce build for Enviropaints. Key things that I was responsible for were implementing the automated generation of Xero Invoices and creating content types. I also helped with templating, implementing responsive designs and creating the jQuery/Ajax paint color picker. This site makes heavy use of the Features and Views modules, as well as the family of Commerce Kickstart modules.

‘Future Hubs’ was a currently still-in-development Ruby on Rails rebuild of the science learning hub. My main job was working on the automated test suite using RSpec / Capybara, defining models, and adding features to the ActiveAdmin interface. The site uses jQuery, Ajax, Sass, Bourbon, Neat, and Bitters.

The Learning Connexion

April 2012 – May 2014

Web Developer (Sole Charge)

Examples of Work

‘The Workroom’ was a community style website that ran on a variation of a custom PHP framework that I was taught at Natcoll. It was a place for students to upload artwork and get feedback from classmates that attend The Learning Connexion extramurally. I was responsible for the entire build, and planning the database. The site ran on PHP, HTML5, CSS, and MySQL.

‘The Student Site’ is a website that runs on a variation of a custom PHP framework that I was taught at Natcoll. It has a custom built CMS, a calendar, and class timetable and booking forms. I was responsible for the entire build, planning the database and migrating data from the original site into the new. The site ran on PHP, HTML5, CSS, and MySQL.

Freelance Work

Examples of Work

‘Sean Duffell’ is a site that runs on PHP Slim, jQuery, Bootstrap 3, RedBeans, and Twig. It has a custom built CMS and features a lazy load style home page. The site was built to show off the art of Sean Duffell. I was responsible for the entire build.

‘Human FM’ is a radio station website that runs on a variation of a custom PHP framework that I was taught at Natcoll. It features a CMS, news, events, and a radio stream. I was responsible for the entire build. I also designed this website based on a poster that I was provided. The site ran on PHP, HTML5, CSS, and MySQL.

Qualifications

Natcoll

2011 Level 6 Diploma in Web Development

2010 Level 6 Diploma in Interactive Design

Referees

Available on request