

MATT FISHER

Full Stack Contract Developer

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PROFILE

I'm a highly experienced technical lead and developer available for contract and freelance work. I'm personable, passionate about technology and driven to produce results. My fourteen years of professional history covers a range of technologies and product types, working at a number of different levels. I'm comfortable being part of a team or leading one. I pride myself on my commercial awareness, flexibility and ability to adapt to new environments.

I've recently been using Javascript/Rails to create sites, apps and APIs, but have in the past professionally used C#/.NET, Java, Haxe and Python. I enjoy creating polished products backed by clean, well tested and maintainable code.

TOOLS & LANGUAGES

Javascript, Node, Express, Hapi, React, Redux, Vue, Mocha, Chai, Sinon, Ruby, BDD, RSpec, Rails, CSS/SASS, Buefy, MySQL, .NET, C#, MongoDB, Redis, Cassandra, AWS, Vagrant, Chef, Terraform, Mesos/Marathon, Kubernetes, Cucumber, Gherkin, Java, Python, PHP, Haxe, AS3

TECHNICAL SKILLS

Frontend

- Javascript Frameworks: React, Redux, Vue and Angular (v1)
- ES6, Babel and Webpack
- CSS/SCSS, Buefy
- HTML5, CreateJS, games and interactive content
- Native apps via Haxe/OpenFL

Backend

- Javascript APIs, microservices and sites with Express and HapiJS
- SQL databases: MySQL, Postgres, SQLite
- NoSQL databases: Cassandra/DSE Enterprise, MongoDB, Redis
- .NET and C#, ASP .NET for sites and services
- Java Machine Learning with Mahout
- Ruby on Rails for APIs and web applications
- Python for everything else

DevOps

- AWS via SDKs and Console (EC2, S3, IAM, RDS, VPCs, EKS etc.) and other cloud providers (DigitalOcean, Linode)
- Docker and Vagrant
- CI/CD via TeamCity, GoCD and GitlabCI
- Infrastructure-as-Code with Terraform
- Deployment with Kubernetes/Mesos/Marathon

LEADERSHIP & MANAGEMENT

Technical leadership

- Experienced in architecting scalable projects, and able to clearly communicate design decisions and values with team members
- Deploy processes and practices to increase development speed and maintainability
- Effectively mentor and empower developers

Team and project management

- Able to build out an effective team through efficient interviewing and recruitment
- Manage projects and teams to budget/scope/schedule with a range of tools

Client handling

- Client-first relationship management
- Rigorously analyse and communicate stakeholder requirements

PRODUCT & UX

- Experienced host of product design workshops
- Analytics and A/B testing to increase conversion across acquisition and retention
- Iteratively built out UI flows using paper, markers, post-its, digital wireframes and interactive prototypes

HISTORY & EXPERIENCE

June 2019 - Present

Built and launched Candidate Code, a SaaS to make managing and reviewing take home recruitment challenges simple (<https://candidatecode.com>)

Began offering consultancy engagements and training packages aiming to improve digital business processes and culture. Specific initiatives aimed at improving technical recruitment processes, project estimation and automated testing

May 2017 - May 2019

Developer (Contract), Piksel:

Piksel is a video solutions platform for broadcast media companies, focusing heavily on metadata management and tooling

- HapiJS based microservice ecosystem built on top of DSE/Cassandra and Solr
- Worked within the Foundations team, developing libraries and RESTful services for teams across the company
- Heavily refactored data layer internals to allow support for other data stores
- Maintained and rolled out new DevOps and CI/CD initiatives across Mesos/Marathon and Kubernetes stacks
- Implemented high traffic production replay system for scalability testing
- Took the lead role in delivering a Ruby based Cucumber/Gherkin BDD E2E testing library for QA automation engineer usage

September 2010 - May 2017

Technical Lead, Dubit

Dubit is a digital agency producing apps, sites and games - often (but not exclusively) for children and teens - on behalf of a range of international clients and brands. Work covered dozens of projects, but some highlights include:

- A user-generated web based content platform for a well-known LA based media company; integrating third party HTML5 games and rich apps with a child-safe way to share creations with friends and family
- A large service developed over a two-year span to help kids discover books and media that interest them; development across the stack included mobile app frontends, API development, creation of a heavily customised recommendation engine, and web scrapers for content discovery. Associated web based product created to allow US based libraries to manage summer reading programmes

- An innovative property crowdfunding site allowing accessible property investment for retail investors
- Porting our legacy flash-based MMO platform client to HTML5; a large project that involved heavily customised UI and rich real time multiplayer functionality
- A series of child focused Video on Demand apps for major international broadcasters

I latterly assumed a more senior role supporting, planning and resourcing the whole development team, improving process, supporting multiple projects and assuming responsibility for the studio's production output.

Achievements include: delivering lots of projects to satisfied customers, teaching and mentoring many developers, pioneering client-facing continuous integration and deployment, creation of release, versioning and deployment process, introducing code reviews, creating a hiring and recruitment process for developers and PMs, hiring lots of good developers (and interviewing many more) and introducing tools for knowledge sharing.

2006 - 2010

Various full stack roles, freelance and contract work, summarized for brevity - almost all C#/ .NET:

- **Solution Engineer, Sanef Tolling (Contractor):** Feasibility study of the government's road user charging scheme, including expanded to include installation and service of units in vehicles and the development of geospatial data processing and reporting tools
- **BI Developer, Masternaut Three X (Contractor):** Live BI dashboard displaying data via a custom ETL pipeline configurable via an XML based DSL
- **Sanef Tolling (Freelance):** Low-level middleware component of large-scale telematics application
- **Masternaut UK (Freelance):** A multi-threaded crawler to extract and aggregate vehicle data from public web pages
- **ThreeX Communications (Contractor):** Automated reporting with Crystal Reports, extending and improving the intranet that supported the company's operations
- **Masternaut UK (Freelance):** lead duplication detection tool using fuzzy logic to integrate with Goldmine CRM
- **Digisys UK (Freelance):** Created an alerting and archive system interfacing with intelligent video software
- **Digisys UK, Developer (Contract):** Implemented a web based sales quotation system

2005-2006

Masternaut UK, IT Developer: Promoted from Operations Technician. Worked on a diverse range of projects that included reporting, website and PDA development, and a variety of internal intranet services and services to support field engineers.

Masternaut UK, Operations Technician: Work involved telephone based technical support of engineers in the field, testing GPS-based tracking units, managing stock and dispatch and diagnosing problems.

EDUCATION

Attended the University of York from 2006 to 2010 and obtained a Masters in Physics; the resulting mathematical and modelling skills have proved surprisingly useful over the course of my career (in particular, vector and matrix maths and their applications to modern machine learning and algorithms).

Final year project to develop computational software in C++ for simulating nuclear fusion conditions resulted in publication in the Central Laser Facility's annual report, and later a paper published in IEEE's Transactions on Plasma Science journal (An Object-Oriented 3-D View-Factor Code for Hohlraum Modeling, Volume: 39, Issue: 11, Nov. 2011)

ADDITIONAL INFORMATION

Interests: I love a good book, playing the guitar very badly and (predictably) hacking around and playing with new technology. I enjoy sampling real ale and a variety of whiskies from around the world, I will enthusiastically talk to anyone who will listen about how exciting physics is (given half the chance) and I love getting outside for the day for a good walk with the dog.

Date of Birth: 24/12/86

Nationality: British

References: Available on request