

# Matthew Mincher

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## Personal Statement

A conscientious developer with over 10 years experience. During a multi-faceted role with Code Fanatics, responsible for the entire development lifecycle ranging from strategy, ideation, development, testing, and support (incident management and helpdesk)

Possesses strong time management skills with the ability to efficiently handle multiple tasks or priorities. Has a proven track record of ably implementing new technologies as required to complete projects.

## Skills

### Platform

- Linux (Ubuntu) server management
- MySQL (Percona Server) management & optimisation
- Docker
- AWS (S3/SES/SQS)
- Bash scripting

### Backend

- PHP (OO + MVC)
- MySQL
- NodeJS
- Redis
- Apache Solr

### Mobile

- Cross Platform (Apache Cordova)
- Native iOS (Swift / Objective C)
- Native Android (Java)
- App Store guidelines and submission (Apple, Google, Amazon)

### Frontend

- HTML/CSS
- Javascript
- jQuery
- Wordpress
- Gatsby

## Experience

### Forge Holiday Group, 2022 - Present

*Lead Developer*

### Code Fanatics, 2011 - 2021

*Technical Director - 2014*

*Developer - 2011*

Working as part of a small team to develop multiplayer cross-platform online games, projects were also undertaken for external companies. Personal focus was the backend API and client architecture.

#### Gangster Paradise App

<https://www.gangsterparadiseapp.com>

2011 - 2021

The web games Gangster Paradise 1 & 2 were reimagined and taken to the next level as a mobile app. GP is a complex multiplayer online game with a huge range of functionality - including social features such as a forum, leaderboards, and direct/group messaging.

Active development has continued with new features, upgrades, and modernisation.

With over a million installations and thousands of active players, gained experience at every level - from designing and implementing a new feature to handling player feedback and issues on that feature.

PHP

MySQL

REST

HTML/CSS

Javascript / jQuery

Apache Cordova

iOS (Objective-C, then Swift)

Android (Java)

Linux

ReactPHP

ZeroMQ

Redis

Memcached

Solr

In App Billing

Push Notifications

Game Design

### Recent Major Projects for GP

**iOS client rebuild** (released Early 2021)

Rewrote iOS version of the game from Objective-C to Swift, and moved from Apache Cordova to WKWebView, supplemented by our own native components.

"OCs" (released summer 2020)

Websockets and ReactPHP were used to allow players to collaborate in real time.

## **XPERMIT®**

2019 - 2021 (DBT Software Ltd)

Creation of native apps for Android and iOS to protect files from unauthorised viewing. Each app interacts with the XPERMIT API and the device OS to make managing files and permissions easy.

Responsible for the implementation of both mobile apps. Key areas of work included protecting documents from unauthorised viewing via screenshots or recordings, and preventing access to decrypted files.

iOS (Swift)

Android (Java)

API Integration

Security / Robustness

Encryption

Authentication

Agile

## **Chop Shop**

2016 - 2021

A mobile game available on iOS and Android in which the player takes photos of cars which are identified and valued in game. Vehicles can be sold, upgraded, and raced. Includes leaderboards, a timeline, and profiles.

Responsible for the implementation of the mobile apps, as well as backend architecture and a large portion of the API.

Made contributions to game design, and handled technical user issues & support.

PHP

REST API

MySQL

iOS (Swift)

Android (Java)

Javascript

Linux

Docker

RabbitMQ

API Integration

In App Billing

Push Notifications

Game Design

## **Unreleased Project**

2014 - 2016

A mobile game using Cordova. Extensive backend architecture including a bespoke MVC framework in PHP. Elements of this project were taken forward into future work. Novel contributions included creating 3D scenes using Three.js, and modelling combat in an object-oriented fashion.

PHP

MySQL

HTML/CSS

Javascript

Three.js

Linux

Apache Cordova

ReactPHP

RabbitMQ

Game Design

## **Eden Interactive, Sept 2010 - June 2011**

*PHP/MySQL Developer*

Varied work for a large Christian eCommerce retailer. This included building features for the customer facing website as well as improving and maintaining internal infrastructure. IT support also undertaken.

PHP

MySQL

jQuery

HTML/CSS

Linux

Solr

A/B Testing

## **Stuart Web Enterprises, Sept 2008 - May 2009**

*Software Developer*

Part time work on the second version of web game Gangster Paradise. Key contributions included a mission system, casinos, and gameplay achievements.

PHP

MySQL

jQuery

HTML/CSS

Game Design

## **Education**

### **University of Chester, 2007 - 2010**

BSc Computer Science - first-class honors

### **St Joseph's College, 2005 - 2007**

A-Levels AABB

### **St Joseph's College, 2003 - 2005**

GCSEs 5A\* 5A