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

Code Fanatics, July 2011 - Present
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