

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