

Matthew McFarland

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Objective:

To obtain a full time, salary based position as a Software Engineer or Web Developer working on innovative and exciting projects.

Education:

Arizona State University, Tempe, AZ
Bachelor of Science in Computer Science

May 2008

Technical Skills:

Languages, Development Tools: Visual Studio 2003/2005/2008/2010 (C, C++, C#, Visual Basic), Eclipse (Java, C++), Xcode (Objective C, C, C++), PHP, HTML/CSS, JavaScript, jQuery, Prototype.js
Other Tools/Languages: Microsoft Office, Adobe Photoshop, TortoiseSVN, Versions, Android SDK, Mac OSX SDK, iOS SDK
Operating Systems: Windows XP/Vista/7/8/10 (and 64-bit variants), Mac OS X (Intel Based), Linux/Unix (Ubuntu)
Database Management/Design: MySQL, MSSQL

Previous Work Experience/Projects (demonstrations available upon request of any of the following):

Contracted Web Development Work, Self-Employment

August 2015 – Present

- Worked closely with Green Media Creative to create websites designed for their clients, from simple one-page sites to a fully custom PHP and MySQL based registration platform (22 in total)
- Green Media Creative was responsible for the graphic design work, provided to me as a Photoshop document, which I then used as necessary to create the final, functional, website
- Gained familiarity with WordPress, Joomla, and Magento, and integrating/creating plugins and/or major APIs (Google, PayPal, Authorize.Net, ConstantContact, and various social media sites) for all three CMS systems as well as writing custom themes and PHP/HTML/CSS code to provide the necessary functionality to clients
- All websites were styled/designed to be fully responsive using modern HTML and CSS practices
- Participated in design/functionality meetings to assess the desires of clients and provide the best possible solutions for their specific needs
- Managed multiple Linux based VPS hosting platforms, including the installation and setup of the LAMP stack, MySQL database design/configuration/administration, software updates, and security monitoring

Random Order Audio, Liquid Llama Soft., LLC

Fall 2008 – Fall 2015

- Developed an idea, created supporting documentation, filed for a patent for a new digital file format, and formed an LLC with a partner to demonstrate one possible use for the patent (digital audio)
- Built software in C/C++ for Windows OSES to create custom audio files based on the patent, using the Ogg Vorbis and FLAC open source audio encoders
- Built software in C/C++ for Windows OSES to play the custom audio files using OpenAL for audio output and the Ogg Vorbis and FLAC open source audio decoders
- Designed and built a simple website to showcase the software and content created by a few local artists, including the graphic content, under guidance from the company manager
- Also responsible for porting the audio player to Mac OSX versions 10.5 and above

Android, Personal Android Development Project

January 2012 – March 2012

- Designed a simple game to utilize accelerometer data from Android mobile devices, based on an older Lander game for Windows 3.1 (and many other versions of the game)
- Using Eclipse and the Android SDK, coded the entire application in Java
- Developed all graphics using Photoshop, and coded a simple graphics engine using OpenGL ES for Android based on a sprite tile system
- Engineered solutions for cooperating with the Android OS and operating properly in a typical mobile computing platform
- Published the application on both the Google Play Store and the Amazon App Store, with both a paid and ad-supported version using Google's AdMob program