



# MATTHEW KELLY

## WEB & SOFTWARE DEVELOPER

### LANGUAGES

JAVASCRIPT / TYPESCRIPT

C++

C#

PYTHON

PHP

### FRONTEND

REACT

REDUX

ANGULAR

NEXTJS

SOCKET.IO

JQUERY

SASS

BOOTSTRAP

BULMA

HTML5 / CSS3

### BACKEND

NODE JS

EXPRESS

REDIS

JEST

MONGODB

POSTGRES

ASP.NET

.NET MVC5

### WEB TECHNOLOGIES

GIT

AWS

BLOCKCHAIN

DOCKER

JENKINS

SPLUNK

### GENERAL

TECHNICAL & NON-TECHNICAL COMMUNICATION

AGILE DEVELOPMENT

SOFTWARE ARCHITECTURE

PAIR & GROUP PROGRAMMING

REQUIREMENTS GATHERING

15B PO FUNG BUILDING, SAI YING PUN, HONG KONG

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## WORK EXPERIENCE

### SOFTWARE ENGINEER MAR 2019 - PRESENT

#### BLOCK.ONE - HONG KONG

- Designed, built & maintained several apps for the EOSIO developer community, including EOSIO Explorer, Testnet Website, Elemental Battles & EOSIO Boilerplate.
- Designed & built EOSIO BaaS (Blockchain as a Service) platform for EOSIO for Business clients. Created custom monitoring software to assist clients.
- Designed the architecture of front & back end systems in collaboration with developer, design & analyst teams.
- Built back & front end services using Typescript, React, Redux, Node JS, Express, socket.io, Redis, Postgres, MongoDB & Docker.
- Created smart contracts in C++ to allow users to more easily interact with the blockchain. Wrote python scripts to automate blockchain interactions.
- Responsibility for Block.One's Digital Tools (Elemental Battles & EOSIO Boilerplate) including planning new features, working with other teams to define requirements and delegating feature implementation to the dev team.

### WEB DEVELOPER JAN 2018 - FEB 2019

#### PURECOMM - HONG KONG

- Worked on Purecomm SaaS web apps using Angular, Node.js & TypeScript.
- Worked in SFCC / Demandware to create controllers, pipelines, models and views for high traffic Ecommerce sites.
- Integrated client platforms with Purecomm software to provide services such as Click & Collect, Ship from Store and Real Time Order Tracking.
- Worked with international clients, remotely and face to face, to define requirements and translate them into technical solutions.

### WEB DEVELOPER APR 2015 - JAN 2018

#### SENTRIC MUSIC - LIVERPOOL, UK

- Rapid prototyping in collaboration with non-technical colleagues, using HTML5, CSS3, KnockoutJS and jQuery
- Worked in .NET MVC5 to create controller methods, models and views using C# and Razor.
- Defined design language, ensuring good user experience and visual appeal.
- Built useful tools, such as a monthly artist information report generator and a tool to automatically upload PDFs to Amazon S3 and link to them on the Sentric Music site.
- Presenting large amounts of data using a combination of MVC, HTML5, CSS3, jQuery and Highcharts.

## EDUCATION

### COMPUTER GAMES TECHNOLOGY SEP 2010 - JUL 2014

#### LIVERPOOL JOHN MOORES UNIVERSITY

BSc (Hons) in Computer Games Technology - 1st Class