Matthew Fritter

Full Stack Web Developer & PHP Developer

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Skills

- Five years experience with Java development, including object oriented programming techniques, parallel programming, and data structures
- Further academic and personal experience in Python, C++, C#, and R programming languages
- Three years experience in PHP programming, including two years experience with the Laravel PHP framework
- Six years experience in working with HTML and CSS, and three years experience in JavaScript and JQuery
- Three years experience with MySQL, MariaDB, and SQLite
- Extremely comfortable working on VMs and servers remotely via SSH, and can work in both Windows and Linux environments as required
- Some experience with handling GIS data, including use of QGIS and ArcGIS
- Am very familiar with LAMP architecture and can quickly configure servers for web usage with LAMP, including both RedHat and Debian-based Linux distributions.
- Four years experience working on team development projects, including the usage of version control tools such as GitHub, as well as academic background in software engineering and project management

Experience

The Center for Culture and Technology – Research Assistant, Developer & Technician
October 2013 - Present
Served as a developer on the *Future Delta* educational game from October 2013 to November 2015, working as a 3D modeller, environment designer, and C# programmer in the Unity game engine. Later worked on an interactive museum piece for *The Social Life of Water* exhibition (April 2016 - October 2016), which made use of front-end web programming with JQuery and CSS, as well as modeling work in the Unreal game engine. From October 2016, I have been developing for the *Right of Way* museum project, which combines GIS data of the Okanagan with a web front-end and Unity game development.

University of British Columbia & University of Ottawa – Full Stack Web Developer
May 2015 – December 2016
Began working as a full stack developer hired by the University of Ottawa, under the supervision of Prof. Ramon Lawrence at the University of British Columbia – Okanagan Campus. Served as a project lead in developing the *Digital Archive Database Project*, which included the building of large databases of historical data, and the development of a Laravel web application to make them accessible to researchers and the public. Besides developing in the Laravel PHP framework, I also maintained the server and migrated the site from the development to production host. From May 2016 until August 2016, I helped manage development and version control while it was worked on by other students, and continued to maintain the server until December 2016.

Book Catalogue - Student
January 2016 – May 2016
As part of a software engineering course, myself and a team of other students worked on a Laravel web application for Prof. Andrew Irvine for the cataloguing of books. The project included both front end UI development, as well as dealing with a dynamic database and user data entry. I was later invited by Prof. James Yu to discuss the project with current software engineering students developing the same project (February 2017).

Site Manager - Student
May 2016 – August 2016
Maintained and further developed the pre-existing Site Manager web application for the City of Kelowna as part of a capstone project under the supervision of Prof. Ramon Lawrence. Development included work in the Marionette.js framework, working with large databases of geographical sprinkler data, as well as front end development. A parallel project was also started to move the project from Marionette.js to Laravel.

Heatwave.fm – Freelance Web Developer
January 2017 – Present
Currently developing a new website for Heatwave.fm, an on-campus radio station, using Wordpress CMS. The project includes a revamp of the front-end design, and easier content management of large amounts of media, as well as preparation for the introduction of a streaming audio service and advertising.

Education & Awards

University of British Columbia – Okanagan Campus
September 2012 – Expected April 2017
Bachelor of Arts – Major in Computer Science, Minor in History

September 2016
Deputy Vice-Chancellor Scholarship for Continuing Students

November 2016
Special UBCO Scholarship - Southern Interior Development Initiative Trust

April 2017
Nominee, Computer Science Graduating Student Award

References

The Center for Culture and Technology
Dr. Aleksandra Dulic, Director of the Centre for Culture and Technology
Email: aleksandra.dulic@ubc.ca

University of British Columbia – Okanagan Campus
Dr. Ramon Lawrence, Associate Computer Science Professor
Email: ramon.lawrence@ubc.ca

University of British Columbia – Okanagan Campus
Dr. James Yu, Lecturer
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