

# ***Mathew S. Buckman***

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<b>OBJECTIVE</b>	To obtain a software development or research position utilizing my experience and analytical abilities.	
<b>PROFILE</b>	<ul style="list-style-type: none"><li>• Over 15 years of experience in software &amp; web development (9+ professional, 7+ academic)</li><li>• Quick learner with excellent problem solving skills and strong attention to detail</li><li>• Hard working and enthusiastic</li></ul>	
<b>TECHNICAL SKILLS</b>	<p><b>Programming:</b> C#, ASP.NET MVC, HTML, CSS, JavaScript, jQuery, AngularJS, Nancy, Web Forms, PHP, C++, DirectX, Java, ActionScript 3.0, Adobe Flex, Lingo, XML, Visual Basic</p> <p><b>Applications:</b> Visual Studio, SQL Management Studio, Adobe Photoshop, Flash Builder, Flash, Director, Dreamweaver, Autodesk Maya, Microsoft Office, Arduino, Unity, Audacity</p> <p><b>Databases:</b> SQL, MySQL</p>	
<b>EDUCATION</b>	Rochester Institute of Technology <b>M.S. in Information Technology</b> , December 2014	Rochester, NY
	<b>B.S. in Information Technology</b> , May 2007	
<b>THESIS</b>	<ul style="list-style-type: none"><li>• A fully immersive 3D Pac-Man video game played inside a 4-sided cube of projector screens.</li><li>• Built with the Unity game engine and written in C#.</li><li>• Players walk or run in place to move through the game environment.</li><li>• A device worn on the hip wirelessly relays the player's movements to the program which in turn updates the player camera's rotation and acceleration.</li></ul>	
<b>PROJECTS</b>	<ul style="list-style-type: none"><li>• Built a "fireworks" display in Flash using ActionScript 3.0 which makes use of Flash's drawing API to track user movements and draw colorful imagery on a black background.</li><li>• Worked with a group of 4 to build a website which displays information on letterboxing activities obtained by crawling multiple sites and RSS feeds. Responsibilities included determining the layout of source tags and writing PHP scripts to "scrape" the data from these sources and store the information in a MySQL database as well as write our own XML feeds using PHP.</li><li>• Created a 3D multi-user video game in Director with a Flash interface. A central hub sends data via a Flash Communication Server to all connected clients to allow for real-time play and chat. Graphics and gameplay are handled in Lingo through Director while communication between the hub and clients is handled in ActionScript through Flash.</li><li>• Worked in a group of 6 to study the aspects of different methods of social interaction and, using aspects we determined to work best, developed a prototype in Flash of a workplace program to promote social interaction and increase job satisfaction and performance.</li><li>• Completed an independent study to explore the pros and cons of different physical/digital interfaces. Built 3 different devices which achieved the same effect, navigating a digital realm, in very different ways. Programming was done in ActionScript and using the Arduino software.</li></ul>	

**PROFESSIONAL  
EXPERIENCE**

*Randstad Technologies, LP*

**.Net Developer @ PricewaterhouseCoopers**

Tampa, FL

September 2015-Present

- Tech/Team Lead working directly with PwC partners and PwC Technical Design Authority to define sprint scope and technical design, assisting other developers with issues, assisting in User Acceptance Testing, and assisting with deployments
- Developing features and enhancements on a .Net & AngularJS application started by a previous development team, as well as fixing existing issues
- Working with end users to understand their needs and drive the design and development process to ensure those needs are met
- Working with .Net C#, JavaScript, AngularJS, jQuery, CSS, SASS, SQL, SSRS, KendoGrid, OData, SignalR, Bootstrap, jQuery UI Touch Punch, Modernizr, ng-file-upload

*Innovative Solutions*

**Software Engineer 3**

Rochester, NY

July 2012-August 2015

- Performed full stack development including creation and modification of databases & tables, stored procedures, RESTful web APIs, business logic, and UI (HTML, CSS, JavaScript)
- Worked alone and in teams of 2-6 to build new projects using various frameworks/platforms including MVC, DNN, Nancy, AngularJS, and Adobe Flex
- Participated in scrum development process utilizing development sprints, daily scrum meetings, sprint planning, reviews and retrospectives
- Became familiar with legacy projects and performed maintenance and feature enhancements
- Met with clients throughout various stages of projects to gather requirements, plan, and ensure satisfaction and project success
- Worked with source control (TFS, Git) and branching to facilitate working simultaneously with other developers, feature releases, deployment to various environments and hot fixes

*Miller & Associates*

**Senior Consultant – Software Development**

Rochester, NY

March 2012-July 2012

- Worked in a team of 3 to develop multimedia content management systems, presentations, and training programs written in ActionScript 3 using the Adobe Flex framework to publish applications used on touchscreen PC setups, laptops, and Apple and Android tablets
- Joined and quickly became assimilated into projects already in the development process as well as participated in the design and construction of new projects
- Participated in routine status meetings with clients to update on progress and garner feedback and ideas to ensure satisfaction

*RIT - Office of Cooperative Education & Career Services*

**Web/Database Developer**

Rochester, NY

September 2010-March 2012

- Worked with a team of designers and programmers to implement and theme a customized Drupal CMS based on Photoshop mockups
- Learned C# and ASP.NET MVC 3 and wrote statistical reports programmed in those languages with data queried from a SQL database
- Built various programs in PHP using data obtained from MySQL databases
- Collaborated with a .NET software engineer to create a script in PHP to obtain data from a SQL database through a web service written in ASP.NET; went through multiple debugging phases to make the two languages work together securely