



MATHEW DOCKER

3 June 2018

RE: APPLICATION FOR ROLE OF FRONT-END DEVELOPER.

I am a technically minded creative collaborator with significant experience working on numerous personal development projects. I am a lifelong learner, always looking to increase my knowledge and skill set. Leaving the Navy after 6 years of service I begin my journey as a creative in the digital industry.

I began by completing a Certificate 4 in Screen and Media, which lead to my enrolment into a Bachelor of 3d art and Animation at the Design Centre Enmore. After a year of this course I found self-directed study more valuable to me in this industry. Whilst continuing my self-directed 2d & 3d art education I began Studying a Bachelor of Electrical and Electronic Engineering part-time at Deakin University.

This is where I was introduced to programming. As a result of my developing skill set in design and programming, I decided to marry these two skills together and develop some mobile games and applications. I have since submitted 3 apps to the app store. Recently, since the arrival of my 10-month-old daughter and inflexible working arrangements, I have been forced to defer my Studies after 3 years part-time, and build on a love I have for development, specifically design & programming.

This has led me to pursue a career as a front-end developer. I am drawing from an extensive list of experiences which are transferable to a front-end developer position. I believe I can add value to any web development team by drawing on my experience from working on app & web development projects, as well as University experiences. Some of my strengths, which directly align with the key requirements of this role, include:

- **Communication** - using written and verbal communication skills to liaise with and engage diverse stakeholder groups including preparing and presenting reports to management.
- **Risk Management** - an appreciation of the need to proactively identify risks and champion safe work practices.
- **Leadership & Teamwork** - proven success following directions, receiving constructive critique and taking the lead on projects when required.
- **Time Management** - the ability to organise and prioritise daily objectives and work collaboratively or independently to complete tasks in a timely manner.
- **Professional Development** - proactively learning new skills, technologies and software to further enhance existing skills, knowledge and expertise.
- **Work Ethics** - self-motivated and care free employee with a healthy attitude towards work.

My resume outlines my education, career history and experiences and I look forward to discussing my application with you in more detail.

Yours Sincerely,
Mathew Docker



MATHEW DOCKER

CAREER PROFILE

Intuitive and creative team player with relevant qualifications including certificate IV in Screen and Media, supported by nearly 6 years' experience working on personal projects and collaborations in mobile app development projects that include programming in C# and Java. Building UI elements and 2d assets in Photoshop and creating 3d assets in blender 3d and Maya. The past 3 years Studying html, CSS, Bootstrap and JavaScript whilst studying a Bachelor of Electrical Engineering part time (now deferred) at Deakin University. Drawing on a lot of skills that are transferable to front-development. Proven success completing projects in a timely manner, remaining pleasant and focused whilst working in a team environment where the timely completion of work was critical to its success.

KEY SKILLS

- **Teamwork** - follows directions whilst valuing the diversity of each individual and demonstrating respect towards colleagues, community members and other key stakeholders.
- **Communication** - excellent communication, interpersonal and negotiation skills with the ability to liaise with individuals from diverse age brackets and cultural backgrounds.
- **Planning & Organisation** - works effectively autonomously as well as collaboratively within teams working in close proximity and often arduous situations.
- **Issue Resolution** - combines industry expertise with sound judgement and common sense to proactively identify risks and develop appropriate solutions.
- **Safety & Compliance** - ensures all work practices and environments comply with strict policies and procedures as well as relevant industry regulations and codes of practice.

EXPERIENCE & PROJECTS

PORTFOLIO WEBPAGE | APRIL 2018 - APRIL 2018

FONT-END DEVELOPER

- Using html5 to build webpage layout and functionality,
- CSS to style and modify layout,
- Using Bootstrap to components to create a responsive webpage compatible with multiple displays including PC monitor, table and mobile device, &
- Font Awesome icons for clickable links and design elements.

ANDROID & IOS APP COIN PUSHER: GAME OF THROWNS (NOT THRONES) | JANUARY 2017 - MARCH 2018

PROGRAMMER/UI DESIGNER/3D MODELLER/TEXTURE ARTIST

- Developed a Coin Dozer variation using Unity 3d, Blender 3d & Photoshop.
- Designed and implemented a Mini-game feature, prizes, rewards, IAP, reward videos' and 3d Assets into a basic Coin Dozer app source code,

- Writing game logic in C#, including and not limited to for loops, while loops, if statements, boolean and storing player attributes, rewards and progression in PlayerPrefs,
- creating 3d assets using Blender 3d and importing to Unity 3d. Ensuring all 3d assets are low poly and suitable for mobile devices,
- designing the overall look of the Coin Pusher game. Including designing UI elements in Photoshop ensuring the resolution of UI elements were suitable for mobile devices,
- Adding Facebook SDK for Facebook integration and social media advertising.
- Implementing in app purchases using Unity 5's services and coding a purchase script in C#,
- Implementing in app advertisements through reward videos, issuing rewards the player on video completion.
- Updating the coin dozer app template from Unity 4 to Unity 5, rewriting obsolete code, and debugging and testing code.
- Uploading to the app stores. (in the process of uploading to iOS app store, need to meet tax requirements for IAP's)

ANDROID APP SCAFFMATE | JANUARY 2016 - DECEMBER 2016

PROGRAMMER/UI DESIGNER

- Created a simple scaffolding reference app using Java programming language in Android Studio,
- Designing a simple UI for intuitive navigation,
- Designing UI elements using Android Studio Cards similar to Bootstrap cards and Photoshop.
- Collating information into categories for ease of digestion & ,
- Uploaded to the Android App store

IOS APP PETMANIA MATH: FUN MATH FOR KIDS | JANUARY 2017 - MARCH 2017

MANAGER

- Petmainia Math is an app that has been reskinned with added feature where the player can collect stars in each level to provide player progression,
- Collaborated with a 2d artist to design the theme and UI elements,
- Collaborated with Xcode professional to add player progression feature,
- Uploaded to the iOS app store. (has been since rejected as due to regulation changes, updates need to be made for app to comply).

EMPLOYMENT HISTORY

SYDNEY RAIL SERVICES PTY LTD | NOVEMBER 2016 - CURRENT

SECOND MAN/SHUNTER

- Riding passenger in the freight train watching for signals and maintaining a vigilant look out in the rail corridor.
- Shunting and marshalling trains in train yards and Port Botany.
- Conducted regular safety inspections and risk assessments which helped identify hazards and address potential issues to create safe work practices and environments.

KJ INDUSTRIAL SCAFFOLDING PTY LTD | JUNE 2014 - NOVEMBER 2016**SCAFFOLDING & RIGGING**

- Erected and dismantled scaffold systems as well as performing basic rigging duties in accordance with strict workplace safety and regulatory requirements.
- Managed and mentored teams of up to 4 diverse personnel whilst liaising with supervisors regarding job specifications, logistics, workplace safety and client needs.
- Conducted regular safety inspections and risk assessments which helped identify hazards and address potential issues to create safe work practices and environments.

ROYAL AUSTRALIAN NAVY | MAR 2006 - FEB 2012**NAVY CLEARANCE DIVER**

- Worked extensively with SCUBA equipment, air cylinders/regulators and Kirby Morgan diving helmets as well as underwater lift bags, communications, video systems and demolitions equipment.
- Performed a range of recovery operations, demolitions and disposal of explosive ordnance including recovering costly equipment in extremely hazardous and arduous circumstances when routine recovery methods were unavailable. This included locating, identifying, evaluating and disposing of underwater military weaponry at depths of up to 90 metres.
- Trained staff in the use of Mk 17 SSBA helmets, Argon underwater communication systems, Draga re-breathers and mixed gas equipment, including helium and nitrox systems.
- Prepared and presented regular briefs to senior management on diving operations, resource requirements, safety requirements and future work commitments.
- Operated efficiently in close-knit teams
- Conducted safety inspections, risk assessments and workplace assessments on equipment, work practices and changes to working procedures to identify hazards and implement appropriate solutions, often in extremely dangerous workplaces.
- Completed numerous seamanship tasks ranging from tying knots, rope-work and working with wires, shackles, anchors and small boat operations through to deck maintenance, staff training, workplace safety, security and management reporting.
- Operated specialist equipment, worked as the Coxswain of small boats and participated in boarding operations which helped develop strong organisational skills and the ability to work calmly under pressure.

COMMAND FITNESS | JUNE 2010 - MAR 2012**BOOTCAMP INSTRUCTOR**

- Designed and implemented personalised fitness, exercise, health and dietary programs targeting specific conditions and concerns including obesity, arthritis and high cholesterol.
- Successfully recruited and retained private and corporate clients ranging from members of the general public to council members.
- Conducted group fitness classes whilst ensuring the safety of each individual including assessing client fitness on a monthly basis and providing advice on common sport and exercise-related injuries.

EDUCATION & TRAINING

- 2015 Bachelor of Electrical Engineering, Deakin University (deferred)
- 2013 Bachelor of 3d Art and Animation, Design Centre Enmore (incomplete)
- 2012 Certificate IV in Interactive Digital Media, Illawarra TAFE
- 2011 Certificate IV in Public Safety (Defence Driving), Royal Australian Navy
- 2011 Certificate III in Transport & Distribution (Maritime Operations), Royal Australian Navy
- 2011 Certificate III in Public Safety (Boatswains Mate), Royal Australian Navy
- 2011 Certificate II in Health Care (Defence), Royal Australian Navy
- 2011 Certificate II in Public Safety (Explosive Ordnance), Royal Australian Navy
- 2011 Senior First Aid, Royal Australian Navy
- 2011 Equity & Diversity Awareness, Royal Australian Navy
- 2011 Fraud & Ethics Awareness, Royal Australian Navy
- 2011 Demolition Supervisors Course, Royal Australian Navy
- 2011 ADO Alcohol & Drug Awareness Training, Royal Australian Navy
- 2010 Navy Occupational Health & Safety Awareness Course, Royal Australian Navy
- 2010 Damage Control System - Minehunters Coastal Course, Royal Australian Navy
- 2010 Medical Emergency Team Course, Royal Australian Navy
- 2009 Certificate IV in Personal Training, Australian Institute of Fitness
- 2009 Conduct after Capture (CAC) Level C, Royal Australian Navy
- 2009 CAC Level C Foreign Government, Royal Australian Navy
- 2009 CAC Level C Hostage Survival, Royal Australian Navy
- 2009 Four Wheel Drivers Course, Senior First Aid, Royal Australian Navy
- 2009 Helicopter Underwater Escape Training (HUET): Frequent Flyer Course, Royal Australian Navy
- 2009 Military Occupational Health & Safety Awareness, Royal Australian Navy
- 2009 Certificate III in Fitness, Australian Institute
- 2008 Four Man Recompression Chamber Operator Course, Royal Australian Navy
- 2008 Initial Demolitions Course, Royal Australian Navy
- 2007 Diving Yeomans Course, Royal Australian Navy
- 2007 Basic Clearance Diving Course, Royal Australian Navy
- 2006 Standard Combat Survivability Course, Royal Australian Navy
- 2006 General Service Duties Course: Recruit, Royal Australian Navy
- 2006 SCUBA Air Diver Course, Royal Australian Navy
- 2006 Basic Seamanship Course, Royal Australian Navy
- 2006 Combat Systems Operator (Mine Warfare) Weapons Course, Royal Australian Navy
- 2006 Senior First Aid, Royal Australian Navy

AWARDS / ACHIEVEMENTS

- Australian Defence Medal - Royal Australian Navy (2010)

PROFESSIONAL LICENCES & MEMBERSHIPS

- Rigging & Scaffolding
- Personal Trainer

REFERENCES

DESIGN CENTRE ENMORE - 3D ART AND ANIMATION

THERESE O'LEARY - CLASS FRIEND PH: 0435 065 234

KJ INDUSTRIAL SCAFFOLDING

JAMIE MANUKONGA - SUPERVISOR PH: 0431 554 900

ROYAL AUSTRALIAN NAVY - CLEARANCE DIVER

STEVEN DECENT - LEADING HAND PH: 0402 453 977