

Matt Galloway

Personal Information

Email: matt@galloway.me.uk

Website: <http://www.galloway.me.uk/>

Qualifications and Awards

University Education

October 2003 – June 2007: University of Cambridge, Pembroke College

BA MEng (Hons) Engineering

Summer 2007: Part IIB (Year 4) Distinction (79%) [Exams 81%, Project 76%]

Project title: Distributed Adaptive Meshes for Simulation and Animation

Summer 2006: Part IIA (Year 3) Class 1st (79%)

Summer 2005: Part IB (Year 2) Class 1st (79%)

Summer 2004: Part IA (Year 1) Class 2.1 (76%)

Secondary Education

September 1996 – July 2003: Bablake School, Coventry

Summer 2003: 4 subjects at 'A2' Level 4 'A's (Maths, Further Maths, Physics, Chemistry)

2 subjects at AEA Maths (Merit), Chemistry (Merit)

Summer 2002: 4 subjects at 'AS' Level 4 'A's (Maths, Further Maths, Physics, Chemistry)

Summer 2001: 10 subjects at GCSE 6 'A*'s, 3 'A's, 1 B (A* in Maths, Physics, Chemistry)

June 2007: College Prize (Pembroke College, Cambridge)

November 2006: 3rd Year Computer-Based Project Prize (University of Cambridge)

November 2006: 3rd Year Design Project Prize (University of Cambridge)

June 2006: Foundation Scholarship, Foundress Prize (Pembroke College, Cambridge)

June 2005: Foundation Scholarship, College Prize (Pembroke College, Cambridge)

June 2004: College Prize (Pembroke College, Cambridge)

May 2004: Language Programme for Engineers, Intermediate German (Passed with Merit)

February 2003: Bronze Olympiad Awards in Physics and Chemistry

Summer 2003: Mathematics Subject Prize, Physics Subject Prize (Bablake School, Coventry)

June 2002: Young Enterprise Examination (Passed with Credit)

May 2002: Engineering Education Scheme Award & Gold Crest Award in Physics

September 2000: Duke Of Edinburgh Bronze Award

Work Experience

February 2012 - Present: Founder, Swipe Stack Ltd (<http://www.swipestack.com/>)

Mobile App Development (iOS & Android)

- Development of bespoke iOS and Android apps for clients along side in-house app development.
- A client app was chosen by Apple to be part of the "App Rewind 2011" (best apps as chosen by Apple) in the Newsstand category - <http://5mag.co/>.
- Writing for the tutorial website <http://www.raywenderlich.com/> alongside app development as a way to pass on knowledge and help beginners. Also co-authored "iOS 6 by Tutorials" and "iOS 7 by Tutorials" with other website authors.
- Wrote a book entitled "Effective Objective-C 2.0", released in June 2013. The book's goal is to explain core Objective-C concepts in detail and give the reader insights into how to use the language to its full potential.

April 2012 - Present: Lead iOS Developer, zeebox

iOS App Development

- Leading a team of 4 engineers to design, develop and test the zeebox iOS application. This involves liaising with stakeholders, as well as ensuring the codebase is maintained to a high standard.
- Development of the zeebox iOS, "second screen" television app. Working alongside in-house design and backend teams to deliver new features and maintenance of existing code.
- Core member of the team making architectural decisions, for example designing and implementing a custom networking library built on top of the system URL loading framework.

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- Chosen by Apple as “Editor’s Choice” when it launched in the US. Subsequently made part of the “App of the Year” awards in the US. Also awarded “App of the year” award in the 2012 T3 Awards.

October 2008 – February 2012: Self Employed Mobile App Development (<http://www.galloway.me.uk/code>)

- Development of iPhone applications for release on the 'Apple iTunes App Store', including:
 - *Subnet Calc*
 - *Subnet Calc Pro*
 - *BeerMap* (<http://www.beermap.co/>)
- First application released after 1 month of learning Objective-C programming language, showing ability to quickly learn new languages and technologies.

July 2009 – October 2011: MX Telecom Ltd. / OpenMarket Limited (<http://www.openmarket.com/>) **Senior Software Developer**

- Lead developer of Softphone Toolkit SDK (<http://www.jointheseen.com/sdk>) allowing developers to easily integrate a video and voice softphone into their mobile and web applications.
- Key developer of prototype handset (iOS and Android) applications to showcase the Softphone Toolkit SDK (<http://www.jointheseen.com>).
- Development of low-level, C++ based media processing and network handling frameworks used in the Softphone Toolkit. Including extensive use of the STL and the Boost library.

Systems Developer

- Development of internal systems to ensure the smooth running of the company, including mail, intranet & routing hardware.
- Required to work with a wide range of languages including C/C++ and scripting languages such as Perl & Python, to develop in-house tools for systems administration.

September 2008 – June 2009: Senokian Solutions Ltd. (Also Senokian Internet Ltd. & Omelett.es Ltd.) **Systems Engineer**

- Responsible for configuration, installation and administration of core network and server infrastructure.
- Management and implementation of network and telephony based projects.
- Development of PHP/SQL based web applications and iPhone applications.
- Large amount of client facing work including meeting clients to discuss potential & existing projects, and dealing with clients' problems.

November 2007 – April 2008: WhistlerBlackcomb Ski Resort, Glacier Creek Restaurant **Lead Hand Cashier (Team Manager)**

- Accountable for the running of eight cash tills at a large mountain restaurant. Also responsible for the master float of \$20,000 – counting, tracking and ordering coin to be delivered.
- Leading a team of ten cashiers including training, managing and ensuring accuracy of transactions.
- Working with management to follow the company and restaurant performance in customer satisfaction and financial matters, then looking at ways to improve.
- Excellent management and team work experience including problem solving, customer satisfaction and team motivation.

June 2004 – September 2007 (during summer & Christmas vacations): Altair Engineering Ltd. **Product Design and Development Engineer**

- Support engineer for various product design and development projects, analysing and optimising components including automobile seats to aircraft wings.
- Innovating modelling and optimisation methods, including designing a sensitivity method for optimising the ply layup of a composite component.
- Initial placement was sought personally and was a voluntary placement at first. After just two weeks this offer was extended to become a paid placement due to the speed of skill acquisition.

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Key Skills

Programming

- *Objective-C (iOS, Mac)*
Advanced ability. In particular making use of the Cocoa Touch framework through the development of iOS applications. Also, extensive experience of the Apple iPhone developer process for releasing applications for both ad-hoc and 'Apple iTunes App Store' distribution.
- *C/C++*
Advanced ability. Final year Masters project was written in C++, making extensive use of object-oriented techniques, the Standard Template Library and Boost libraries.
- *Java (Android)*
Extensive ability. In particular making use of the Android SDK through the development of Android applications. Also, experience in releasing apps through the Google Play marketplace.
- *PHP*
Extensive ability. First learnt at a young age for use when developing personal websites and developed knowledge whilst working at Senokian Solutions for many web based, database driven applications including use of open-source frameworks such as 'Zend Framework'.

Computing

- Excellent understanding of Unix, Windows and Mac OS X environments with experience of working in a mixed operating system environment, including administration of such environments.
- Excellent knowledge and experience in administration of Linux / BSD based servers including routing, DNS, load balancing & web services.
- Experience in distributed computing through use of distributed finite element codes whilst working at Altair Engineering to solve complex simulations on dedicated clusters. Also through final year Masters project where an MPI implementation was used for the distributed aspect of the project.

Organisation and Planning

- From writing "iOS 6 by Tutorials" and "Effective Objective-C 2.0" I have learnt how to plan a large project with aggressive timings. Also, I have learnt how to work with others in the form of co-authors and technical editors to bring a document to completion.
- Planning final year university project and organising meetings with supervisor to successfully complete project within strict deadlines. Deliverables comprised two reports, technical abstract and two presentations.

Other

- Full clean UK driving licence with Pass Plus.

Interests

Being at the forefront of technology is a major interest of mine. Throughout my life I have wanted to stay up to date, which is what prompted me to read Engineering at university – I want to take a role in the constantly evolving world of science & technology. I also have a keen interest in the business world and I took business economics as part of my third year university studies. Also, I have taken my interest in business into account during my self employed iOS application development. This has not only enabled me to develop business & marketing skills, but has also enhanced my self motivation and project planning skills. I have been able to successfully develop, launch and support an application alongside other work which has proven that I can take on extra responsibilities.

I also enjoy travelling and after leaving university I embarked upon a ten month trip around Canada, New Zealand, Australia and Singapore. In Canada I worked for WhistlerBlackcomb ski resort at a mountain restaurant and was promoted after the first day of work to lead hand cashier. This has given me leadership experience and I believe I have benefited greatly from not only the job, but also the experience of travelling for an extended period of time in foreign countries.