

Located in
Simi Valley, California

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Matthew Jones

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Objective:

To create relevant software that is used by millions of people, and have fun doing it.

Work Experience:

- July 2008 to Present, Freelance Software Developer:
 - Currently specializing in Ruby on Rails web development, Windows .NET applications, and Ubuntu Python applications.
- September 2007 to July 2008, Programmer Analyst at Telesis Community Credit Union:
 - Created high security e-commerce websites in ASP.NET, using VB.NET and C#
- March 2006 to May 2007, Software Engineer at Dynamic Sciences International:
 - Created and improved software that drives EMI and TEMPEST radio receivers using C#, C++, and Managed C++, with the .NET Framework and Win32API. This included a spectrum analyzer and sweep, with modes for testing against FCC, military, and EU standards.
 - Created company website using Ruby on Rails and PostgreSQL. The site includes product information, shows visitors their local representatives, and has a customer support system:
<http://dynamicsciences.com>

Free Software Projects:

More information about these projects can be found in my portfolio at: <http://workhorsy.org/#work>

1. **Rootin Tootin:** A fast RESTful web server and framework written in D. It is designed to scale well by default, while still providing a developer experience similar to Ruby on Rails.
2. **Me Love Movies:** A Social movie rating website, done in rails. It has over 10,000 titles and scrapes data from wikipedia.
3. **Linux:** I'm a regular contributor to the Linux ecosystem. Many of my contributions can be seen on launchpad.net: <https://launchpad.net/~workhorsy>
4. **Intuitive Player:** A simple media player and organizer that uses GStreamer, GTK, and Ruby.
5. **Castlevania: No Rhapsody for the Weak:** A game demo that utilizes the art assets from the Playstation game Castlevania: Symphony of the Night. Written in Visual Basic 6 with the Win32 API.
6. **Project Goo:** A simple game that was created for my DeVry senior project. Created with C# and Managed DirectX.
7. **Gameboy Advance Game Engine:** A simple GBA game engine using ARM7 assembly and C++.

Education:

1. 2002 – 2005: Completed 8 of 9 trimesters for a Computer Information Systems bachelors degree at DeVry University, West Hills California. Completed core classes and Senior Project.
2. 2001 – Palm Desert High School