

**Matthew Button** Resume 23 August 2007 **Full contact details are available on request.**  
**Email:** [matt@mattbutton.com](mailto:matt@mattbutton.com)  
**Website:** <http://www.mattbutton.com>

**Surname:** Button **First Names:** Matthew Peter **Residency:** NZ Citizen  
**Age:** 24 **Date of Birth:** 30/01/1983

**Objective:**

I am a young ambitious New Zealander seeking full-time employment as a software developer within Wellington, New Zealand in the application programming industry.

I am looking to work in a flexible environment with a happy team who enjoy working together, who communicate openly, effectively, and who complete projects of exceptionally high quality.

I am apt at working individually or in a group environment.

**Qualifications:**

Institution: Victoria University

City: Wellington, NZ

Qualifications: BSc Computer Science (4 years) including Psychology and Philosophy papers as electives. My official graduation ceremony is pending October, 2007.

**Current personal project:**

I'm working on a Superfrog fan remake using C# and DirectX9 MDX. You can find details on my website: <http://www.lithiumdream.com>

**Past personal C and C++ projects of note:**

3D model exporter for 3ds max 5 which wrote to a 3d model file format designed by myself for my own applications.

An MD5 (Doom 3) model loader and animator. Supports texture mapping and key-frame animation using DirectX 9

Geo-mipmapped height-mapped terrain viewer using OpenGL

## Technical Experience:

### Languages:

- Advanced Knowledge: Upwards of 5 years experience in C and C++ working on various projects at home, and several substantial projects for coursework.
- One an a half years experience in C# - a large part of that time was spent developing the Superfrog fan remake. Details can be found on <http://www.lithiumdream.com> . I also have a lot of experience with analysing and improving runtime performance of C#/CLR apps via the CLR and ANTS profilers.
- Intermediate knowledge from coursework: Java, PostgreSQL

### Frameworks:

DirectX, C# Managed DirectX, OpenGL, STL, Boost, PHP 5, CSS, Microsoft C# .NET Framework, C# Forms.

### Concepts:

OOP, UML, Concurrent Programming, Distributed Computing, Networking.

### Software:

- Visual Studio .NET 2003 and 2005
- Visual Assist
- Perforce and Subversion (SVN) version control
- CLR and ANTS Profilers
- Umbrello UML modeller
- GNU gcc, g++, and make
- Some experience using 3ds max 5 and Maya 6

### Operating systems:

- Windows XP & Vista
- Extensive Debian and Ubuntu linux experience.

**Experience:**

2007

eVamp New Zealand Ltd - developing an advanced website using PHP 5 and a pure CSS layout, with a custom dynamic content management system backend, and newsletters implemented with Macromedia Flashpaper and lightboxing. The site isn't live yet, I expect it to be live by the end of September, 2007. Code samples are available on request.

2001-2007

Wellington City Library - customer service on the ground floor.

Title: Team member customer service

2001-2002: I was working 30 hours a week

2003-Present: I am working 14 hours a week.

Employer Contact: Bernice Dickie

Phone: 801 4060

The 14 hours per week which I work are evening and weekend hours; Bernice works days, finishing work for the day when I am starting. You are welcome to also contact Stu Pedley, one of my supervisors. He can also be contacted on 801 4060.

**Education:**

University: BSc in Computer Science - Victoria University, Wellington.

High School: Wellington High School

**New Zealand Drivers Licence:** Full motorcycle, Restricted car

**Hobbies:**

Application software development

Game development

Motorcycle riding