

Matthew Flint

Curriculum Vitae

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Software developer with three years of industry experience at Goldman Sachs, having graduated with a 1st class Masters from The University of Birmingham. Worked in core development teams across multiple business areas.

Technical Skills

- Experience writing and maintaining **Java** applications, solving large scale problems requiring distributed solutions.
- Contributed to libraries in the Goldman Sachs internal codebase. Created scripts used across the firm in their internal scripting language (Slang).
- Worked on several personal projects, leading to familiarity with **Python**, **JavaScript**, and web design.
- Proficient **Linux** knowledge from both professional and personal use.
- Worked in agile teams with a global presence on multiple projects simultaneously.
- Efficient in both **Git** and **Subversion** for version control.
- Knowledge and use of relational (**Sybase**) and NoSQL (**Mongo**) databases.

Industry Experience

Goldman Sachs

Software development

Jul 2017 - Present

Jun 2015 - Jun 2016

Core Platforms (2 years, 6 months)

- Extended and maintained an internal product which handled large scale ticking data tables used extensively in front office systems. Became a subject matter expert through extensive focus on optimizing this product.
- Managed multiple SDLCs within the firm, assisting with extensive support issues while continually improving the efficiency of the systems.
- Integral member of a testing platform migration project, from design through to implementation, requiring heavy collaboration with other internal teams.
- Created tools to assist users in migration from custom SDLCs onto more industry standard version control.
- Presented talks to new joiners, explaining the role of the SDLC at the firm, the tooling available, and best practices.

FICC Risk Platforms (6 months)

- Providing technical support in time critical situations, ensuring the continued availability of vital trading systems.
- Close interaction with traders to onboard new trading desks and decommission legacy systems.
- Engineering solutions to meet bespoke requirements, continually iterating based on trader feedback.

Education

The University of Birmingham

Sep 2012 - Jul 2017

First Class (Hons) MSci Computer Science

Modules include: Software Engineering, Introduction to Computer Security, Introduction to AI, Functional Programming, Computer Systems and Architecture, Data Structures and Algorithms.

Personal Projects

EthVote (Blockchain Voting System)

2017

Masters Dissertation

Designed and built a [voting solution](#) with the Ethereum blockchain network, using the properties of smart contracts to enforce strict rules surrounding the ballots of an election. These ballots are both independently and universally verifiable whilst maintaining the desirable properties of the blockchain, such as immutability, and do not sacrifice voter privacy or ballot integrity.

- Coded a prototype in Python, with distinct services connected via a messaging layer.
- Deployed using Docker, for the purposes of segregation and system maintenance.
- Leveraged open source libraries, including various community APIs for interacting with an Ethereum client.

YouTweak (Google Chrome extension)

2013 - 2017

Software development

Released a [Chrome Webstore](#) extension designed to enhance the functionality of the YouTube website, catering to more advanced users and specifically enhancing subscription management.

- Pushed continual updates based on feedback from users.
- Tracked bug reports and enhancement progress using GitHub.
- Peaked at over 10,000 weekly users.