

Matthew O'Callaghan

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Personal statement

A proven product engineer with strong frontend and backend experience and a passion for UX design. A highly ambitious and organised First Class Computer Science graduate who takes pride in delivering polished user experiences and writing clean, maintainable code, whilst balancing the pace of a startup environment.

Key skills

- **Frontend Development:** Proficient in building responsive and dynamic web applications using React, with over four years of commercial experience on top of personal and academic projects. Skilled in HTML, CSS (including SASS and Tailwind CSS), and JavaScript/TypeScript. Experience with frameworks such as Next.js and Astro.
- **Backend Development:** Proficient in designing and implementing RESTful APIs using Node.js and Express.js. Professional experience with relational (MySQL) and non-relational (MongoDB) databases.
- **Full-Stack Capabilities:** Demonstrated ability to independently design and deliver full-stack features, combining frontend and backend technologies to create cohesive and functional applications.
- **Responsibility Management:** Proven ability to independently maintain codebases, and manage and deliver projects on time and to a high standard.

Work

Software developer, Videoloft *(April 2021 - July 2025)*

- Transformed the web frontend product by consolidating disparate codebases (React, AngularJS, vanilla JS) into a single modern React application which I built from scratch
- Led end-to-end delivery of frontend features - from design and development to testing and release
- Constructed high-fidelity Figma prototypes with a long term product vision in mind, improving collaboration with stakeholders and ensuring a cohesive UX across the web app
- As the business grew, I later collaborated with the CPO and external design agencies to produce agreed specifications and translate them into functional user interfaces
- Maintained legacy web pages while prioritising the advancement of the new React frontend architecture
- Championed accessibility across the React frontend by implementing best practices
- Implemented unit and integration tests using Jest and React Testing Library
- Developed and maintained our Node.js backend, leveraging Express for API development and both MySQL and MongoDB for database management
- Adopted Typescript in frontend and backend codebases, writing new frontend components and backend APIs in Typescript whilst progressively migrating existing JavaScript code
- Leveraged AWS services including EC2 for server deployment, S3 for file hosting, Athena for querying usage logs, CloudWatch for querying backend server logs, and CloudFront for global content delivery
- Established and continuously monitored frontend web usage metrics using Google Analytics and Athena
- Supported the marketing team with the maintenance of our public-facing WordPress site
- Assisted in the recruitment process by assessing candidates and designing programming tasks
- Engaged with customers through support calls to address queries and collect product feedback

C# Developer Intern, iPresent *(June 2019 – September 2019)*

- Gained commercial C# development experience through a ten-week internship, contributing to a migration project updating the codebase to Entity Framework Core
- Used the Agile methodology in a professional environment and participated in weekly Scrums
- Used git and GitHub in a professional capacity, including making pull requests

Projects

Atomic Exams, atomicexams.co.uk, Exam preparation app *(July 2025 - present)*

- I have developed a prototype tool mapping past paper questions to granular specification points for an A-Level course, with the ambition of developing a product to help students study more strategically
- Built with Next.js and Typescript, using Tailwind CSS for styling

- Configured CI/CD workflows with GitHub and deployed to Vercel for fast, automated releases
- Designed and developed a marketing landing page using Astro

Read more: matthewocallaghan.uk/atomicexams

cakesbykatie.co.uk, Website for local cake maker [\(May 2021 - present\)](#)

- I design, develop and maintain the website of cake maker Cakes by Katie, which serves as their primary customer acquisition channel and has contributed significantly to the early success of the business
- Lightweight static site stack: Gulp for task automation, Nunjucks for templating, and Sass for styling
- I review Google Analytics, Google Search Console, and Hotjar data to improve our customer acquisition
- The site, which uses modern web image formats and scores well using Lighthouse, ranks highly on search engines compared to similar competing businesses

Read more: matthewocallaghan.uk/cakesbykatie **GitHub:** github.com/MatthewOCallaghan/cakes-by-katie

Experimental Gravity, iOS puzzle game [\(September 2020 - February 2021\)](#)

- Experimental Gravity is a physics-based game available on the App Store in which the player solves a series of puzzles by manipulating gravity
- Developed the game using Unity and C#, and conducted beta testing through Apple's TestFlight
- Produced app previews, a trailer (available on the game's YouTube channel), and an accompanying website (experimentalgravity.com)

Read more: matthewocallaghan.uk/experimentalgravity

Rocket League Analytics, Third year university project [\(September 2019 – May 2020\)](#)

- Rocket League Analytics, comprising a frontend React app and backend Node.js server hosted on Heroku, provides in-game analytics, match history and statistics tracking to Rocket League players
- React app utilises Redux, React Router and React Bootstrap
- Backend Express.js server leverages Google Cloud Vision API, JWTs and Firebase authentication
- PostgreSQL database stores user gameplay data

Read more: matthewocallaghan.uk/rl-analytics **GitHub:** github.com/MatthewOCallaghan/rl-analytics

For more examples of my work, please see my personal website matthewocallaghan.uk/#work and my GitHub profile github.com/MatthewOCallaghan.

Education

BSc (Hons) Computer Science, University of Southampton [\(September 2017 – July 2020\)](#)

I graduated with First Class Honours in Computer Science from the University of Southampton, with an average mark of approximately 83%. Modules included: cloud application development, object-oriented programming in Java, data management, and software engineering group project.

Kennet School, Thatcham [\(September 2010 – June 2017\)](#)

Three A*-grade A-Levels in Maths (achieving 598/600 UMS), Further Maths (achieving 595/600 UMS) and Computer Science (placing in the top fifty students for the exam board).

Two A-grade AS-Levels in Physics and Additional Further Maths.

Twelve A*-grade GCSEs, including Maths, English Language and Computer Science.

Hobbies and interests

Sport (football, cricket, tennis, ...), programming, investing and entrepreneurship. I also contracted remotely in the first half of 2025 on a working holiday in New Zealand.

References

Available on request.