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Software Design Engineer in Test and Scrum Master

Seattle, WA | 2/2008 – 6/2013

* Wrote and maintained API and service automated tests using C#, reducing an average test run from 3 days to 20 minutes
* Paired with developers and wrote unit tests in C# to ensure   
  we had near 100% unit-test coverage
* Coordinated activities within the agile Kanban team to decrease   
  feature time-to-market by nearly 50%

**Quardev**

Software Test Engineer

Kirkland, WA | 3/2014 – 9/2014

* Monitored build condition in real time to identify and corrected   
  2-3 build breaks per day as a contractor working with Google
* Interpreted build logs and automated test runs to identify   
  causes of failures

**Self Employed**

Entrepreneur

Snohomish, WA | 8/2015 – 9/2017

* Created and implemented business plan for over-the-road trucking company that led to $165,000/year gross income
* Managed 2 employees including scheduling, payroll and taxes
* Ensured all safety regulations and training where met.

**RealNetworks**

Software Design Engineer in Test

Seattle, WA | 2/2004 – 8/2007

* Implemented automated tests C# to decrease test run time from   
  2 days to less than 1 day
* Developed tool to reduce producers time to get games on the game platform from about a day to 1 hour
* Created new Mozilla plugin allowing customers to access our products via the web instead of downloading an app

**Conbec Development**

Web Developer

Everett, WA | 1/2021 – Present

Web application that creates gaming communities

* Implementing vision of a Sony games developer allowing   
  AAA gamers to interact on challenges in a “party” session

Building with JavaScript, HTML 5, CSS 3, React, NodeJS, Express. MongoDB, Jest, and Selenium

**Work Experience**

**MATTHEW BEASLEY**

[LinkedIn](http://www.linkedin.com/in/beasley-matthew) **|** [GitHub](http://www.github.com/Matthew-Beasley)

Full Stack Web Developer

**425-328-8161**

**Skill**

JavaScript, React, NodeJS, Express, HTML5, CSS, Git, VS Code, REST APIs, PostgreSQL, Redis, Recoil Test Automation, Manual Testing, Jest, Postman, Agile/Scrum, Jira

**Education**

**Full Stack Academy of Code  
Cal Poly Extended Learning**

Online | 9/2019 – 5/2020

A 26-week immersive coding bootcamp focusing on JavaScript and the latest web technologies

Developed 3 independent projects   
and 2 group projects

**PROJECTS**

Our Voice | Web Developer

[Heroku](https://our-voice-here.herokuapp.com/) | [GitHub](https://github.com/Matthew-Beasley/social-media-petitions) | [Our Voice](https://our-voice-here.herokuapp.com/) | 6/2020 – 12/2020

Web application that provides a place for people to express support for social causes

* Envisioned and implemented a web application that enables people   
  to express their opinions on relevant social topics
* Increased ability to scale by using Single Page App UI and   
  Redis for caching
* Built using JavaScript, HTML 5, CSS 3, React, NodeJS,   
  Express. Postgres, Jest, and Selenium

**Chat Party**

Web Developer

[Heroku](https://video-roulette-v1.herokuapp.com/) | [GitHub](https://github.com/Matthew-Beasley/video-roulette-v1) | 4/2020 – 5/2020

Video chat application that matches random users for one-on-one   
or group video chats, and one-on-one or group text chats

* Collaborated in a virtual workspace with 2 other developers   
  to build the web application in 3 weeks
* Individual contribution includes creating full stack of all video   
  and text chat functionality
* Built using JavaScript, HTML 5, CSS 3, React, NodeJS,   
  Express. Postgres, Opentok, and Jest

**Certifications**

**Full Stack Web Developer**Cal Poly Extended Learning | 2020

**Professional Scrum Master**Scrum.org | 2013

**Software Testing**Shoreline Community College | 2000

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**About me**

I am eager to pivot back into tech with my skills in JavaScript, HTML CSS, React, Node, Express, and PostgreSQL.   
My 4 years in the transportation industry taught me collaboration, negotiation, and persistence. Prior to this experience I spent over a decade as a software design engineer in test and software test engineer working with internal and external customers to assure quality software. I have also worked as a Scrum Master in an agile environment to facilitate communication and process for rapid software development.