

Matt Lewis

(612) 600-6907 | mplewis.com | matt@mplewis.com

WORK EXPERIENCE

Infrastructure Engineer

September 2022 – October 2023

Material Security



- Built massively-scalable, enterprise-grade email security software in full-stack TypeScript
 - Fox, Mars, PagerDuty, Lyft, Figma, and dozens of others trust Material to protect their email
- Designed systems to protect, inspect, and quarantine millions of Google/Outlook messages per day
- Led design, development, and maintenance of core infrastructure in Kubernetes and Google Cloud
- Integrated with core Google Workspace and Outlook 365 systems to build scalable security apps
- Served as IMOC during critical production outages and led mitigation and resolution processes
- Expanded our IaC platform to increase deployment velocity and catch defects before production

Lead Software Engineer

April 2021 – present

Women's Directory



- Women's Directory is a 501(c)3 nonprofit that provides access to critical resources for women in need
- Built the core Rails application and designed the site's infrastructure and core user experience
- Implemented features for community submissions, internal moderation, and data management
- Designed and shipped our custom analytics backend to maximize the privacy of vulnerable users
- App code is fully open-source and available on GitHub under the MIT License

Site Reliability Engineer

January 2020 – September 2022

Uplight



- Led development of a unified deployment platform for internal feature development teams
 - Built automated, fully-managed CI/CD workflows with Terraform, CircleCI, and Kubernetes
 - Conducted user interview sessions with product teams to discover their operational needs
 - Supported teams directly in refactoring and containerizing their apps for cloud deployment
- Rewrote and refactored business-critical apps and data pipelines to fit modern 12-factor practices
- Built metrics, dashboards, and alarming around time-sensitive and critical data workflows

Devops Engineer

December 2018 – December 2019

T-Mobile Home & Entertainment



- Migrated Node.js microservices from legacy EC2 AMIs into Kubernetes
- Managed zero-downtime migrations from AWS Route 53 routing to K8s internal service discovery
- Designed CI/CD pipelines to facilitate automated image updates and reliable deployments
- Created automated validations and smoke tests to ensure deployed production resources ran properly
- Performed load testing to validate behavior of microservices and system resource constraints

Software Engineer

February 2017 – December 2018

Gusto



- Led projects to empower ops teams by building workflow management tools
- Reduced automated build flakes by 70% through collaboration with infra team
- Diagnosed root cause of data integrity issues and implemented systemic fixes
- Ran postmortems to capture impact of system outages and deliver actionable resolutions

Product Developer

May 2013 – June 2016

Punch Through Design



- Designed, managed, developed, and shipped native mobile apps for the LightBlue Bean
 - Bean Loader for iOS: 400k downloads, 200 daily sessions, 5 stars in the App Store
 - Bean Loader for Android: 3.5k users, 4 stars in the Play Store
- Developed, deployed, and maintained cloud software to support the mobile apps
- Implemented TDD, CI/CD, static analysis, and code quality standards across the company

EDUCATION

University of Minnesota Twin Cities

September 2010 – December 2014

B.S. in Computer Engineering

