Matthew Mills

Software Development Engineer

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------Professional Experience------

CobbleStone Software - Full Stack Developer

August 2021 - May 2024

- Independently developed a React.js Word Add-In for integration with CobbleStone's Contract Management Software (Contract Insight)
- Rewrote Legacy C# VSTO Plugins using ReactJS.
- Worked with MS Graph API to integrate OneDrive file management with Contract Insight files, allowing users to edit Contract Insight files in Word, Excel, and PowerPoint.
- Led WOPI Protocol development, creating an ASP.NET Core API with Entity Framework Core.
- Created several scripts and stored procedures to facilitate data requests in Contract Insight.

Revvity (Formerly PerkinElmer) - Software Development Engineer

May 2024 - Current

- I work with the Signals Data Factory (SDF) UI team to develop administrative tools used by clients to configure and customize their Signals Software (Signals Notebook, Inventa, Clinical, etc.)
- Owned, created, and maintained, numerous high-visibility, critical functionality regularly used by thousands of clients. (SDF 2.0 Mapping, Entity Relationships, Measurement Type Tags, etc.)
- Held several formal demonstrations of work to higher management.
- Often excel in tasks while given ambiguous/vague requirements open to change.

- JavaScript, TypeScript, React, HTML5, CSS3, MySQL, PostgreSQL
- Material UI, TailwindCSS, Three.js, Node
- C#, ASP.NET, ASP.NET Core
- Visual Studio, Visual Studio Code
- Azure, GitHub, Jira, Confluence, Figma

- CLI Tools (Vite, CRA, Docker)
- Microsoft SQL Server, MongoDB
- Postman (API Testing)
- Testing (RTL, Jest)
- Agile Methodologies

------Recent Projects------

Echoes.fyi (Awaiting Spotify Approval)

- Fully responsive Web App which consumes the Spotify Web API; developed using Vite.
- Utilized React.js with MUI. All logos, art, and images are created via Photoshop.
- Features include Song Recommendations, Account Statistics, Audio Analysis, and Full Track Playback via the Spotify Player. Requires a Spotify Account.

M-Mills.com

- Personal development project exploring numerous technologies, including animation and WebGL technologies.
- Currently utilizes Three.is and Blender to create smooth background animations.
- React.js with TailwindCSS, fully responsive design.

------Awards------

Developer of the Year 2023

CobbleStone Software

December 2023

 Awarded for exceptional work as a developer during the 2023 year.

Excellence in Information Technology

University of Scranton

April 2021

 Awarded for achieving the highest GPA among peers in the same major.

University of Scranton

B.S. Information Technology

September 2017 – May 2021

- Member of Upsilon Pi Epsilon (Computing Honors Society)
- Member of Scranton Swim Team