Matt Cowley

Get in touch:
me@mattcowley.co.uk

What I do:

Open-Source Maintainer @ Alveus Sanctuary 🌍

Web Infrastructure Team @ Node.js 💚

Maintainer of cdnjs.com @ Cloudflare 🛠️

Growth Engineer @ Grafana Labs 📈

What I'm interested in:

Software Engineering, Full-stack Development (TypeScript, Node.js, React, Vue) 🖥️

Open-Source Advocacy, Community Management, Developer Relations 🥑

Live Production, Live Broadcasting (Livestreaming, Radio, Theatre) 🎙️

Stage Management, Production Electrics, Lighting 💡

Education:

BSc Computing; 1st Class Honours @ University of Buckingham *(2020 - 2021; 2-year course)* 🎓

AAB in Computer Science, Maths & Business Studies at A Level *(2012 - 2019)* 📃

Recognition:

OpenUK's 2022 New Year's Honours List Honouree 🏅

Location:

Beaconsfield, Buckinghamshire, United Kingdom 📍

Approximately 30 minutes outside central London 🚇

v4.fyi/twitter
@MattIPv4

v4.fyi/github
@MattIPv4

v4.fyi/discord
@mattipv4

v4.fyi/sponsors
@MattIPv4

v4.fyi/bluesky
@v4.wtf

v4.fyi/mastodon
@MattIPv4@hachyderm.io

Featured Projects and Experience

Growth Engineer @ Grafana Labs

February 2025 *- Present*

(Engineering)

Grafana is the open source analytics & monitoring solution for every database.
https://grafana.com / https://github.com/grafana

Collaborating with the Growth product managers and the other engineers on the Growth team to plan, develop, launch, and track experiments to improve the Grafana Cloud onboarding experience. Building new features and messaging to get data flowing for users quicker and demonstrate value to drive paid plan upgrades.

Supporting teams across Grafana in adopting OpenFeature as our new feature flag management system, including writing internal documentation and best practices for using OpenFeature. Submitting improvements and fixes upstream to the open-source OpenFeature projects to solve for novel use cases arising from Grafana's plugin architecture.

Working with the team to overhaul the internal developer experience for Growth-owned code bases. Improving the development process from easier local setup to improved CI in pull requests with ephemeral previews of the changes, consolidating legacy code bases into a single React-based Grafana plugin.

Building an in-house customer cohort system to allow for targeted messaging and experimentation throughout the Grafana Cloud experience, replacing a previous third-party system that was expensive and often blocked by browser extensions.

Senior Software Engineer II @ DigitalOcean

June 2019 - October 2024

(Community, Engineering, Open-source)

Helping millions of developers easily build, test, manage, and scale applications of any size - faster than ever before.
https://digitalocean.com / https://github.com/digitalocean

Led the architecture, development and deployment of a new stack for the marketing (WWW) + community websites, with a static Next.js client for reliability and Node.js microservices for interactivity. Built an in-house CMS for streamlined content management and collaborated with the design team to create a TypeScript UI library for a new design system, aligning code with Figma designs and rolled out across all marketing pages.

Core contributor to Hacktoberfest *(https://hacktoberfest.com)*, leading the engineering and shaping event mechanics/direction. Built a scalable API integrating with GitHub and GitLab to track PRs/MRs each year, processing millions of daily events, and maintained an OpenAPI spec for seamless client-side integration. Managed the Hacktoberfest Discord *(https://discord.gg/hacktoberfest)* community of 70k members, and worked with the volunteer moderation team to foster a welcoming and inclusive environment.

Maintained and championed open-source projects like do-markdownit *(https://github.com/digitalocean/do-markdownit)* and NGINXConfig *(https://www.digitalocean.com/community/tools/nginx)*, triaging issues, shipping new features and fixes, and reviewing community contributions. Advocating for open-source initiatives and encouraging broader adoption of open-source work within the company.

Part of the new Availability mission, focused on customer uptime. Improved the incident process, reducing resolution times for customer-impacting issues and overhauling the post-incident review process. Collaborated with the support team to refine public communications on the status page during incidents.

Open-source Maintainer @ Alveus Sanctuary

March 2023 *- Present*

(Engineering, Open-source)

Educating the world from the web, Alveus is a non-profit virtual education center following the journeys of non-releasable exotic ambassadors.
https://www.alveussanctuary.org / https://github.com/alveusgg

Working with the team at Alveus Sanctuary and other volunteer developers, rebuilding the entire website for the non-profit from the ground up, replacing their legacy WordPress-based site that had many performance and maintainability issues with a modern Next.js-based stack.

Creating an open-source organization on GitHub *(https://github.com/alveusgg)* where the code for the site is available for anyone to view and contribute to, as well as providing a centralized place for other open-source projects related to Alveus to live, allowing a community of developers to come together to help the sanctuary.

Supporting the team at Alveus in launching new interactive features to engage with viewers of the Twitch livestreams *(https://www.twitch.tv/alveussanctuary)*, such as giveaways and push notifications, allowing them to grow the community, provide more education to the world, and raise more funds to continue operating.

Web Infrastructure Team @ Node.js

August 2023 - *Present*

(Engineering, Open-source)

Run JavaScript Everywhere. Node.js® is a JavaScript runtime built on Chrome's V8 JavaScript engine.
https://nodejs.org / https://github.com/nodejs

Collaborating with all the open-source maintainers for the Node.js website and related services, including the Node.js website *(https://github.com/nodejs/nodejs.org)* itself as well as the Node.js release worker *(https://github.com/nodejs/release-cloudflare-worker)* that hosts Node.js downloads, to improve the reliability of the services and ensure that the community can always access Node.js web resources.

Handling communications on the Node.js status page *(https://status.nodejs.org)* when issues do arise, ensuring that the community is kept up-to-date with any issues that may be affecting the Node.js website and downloads.

Open-source Maintainer @ cdnjs / Cloudflare

October 2018 - *Present*

(Community, Engineering, Open-source)

The #1 free and open source CDN built to make life easier for developers.
https://cdnjs.com / https://github.com/cdnjs

Working with external contributors and the team at Cloudflare to maintain and ensure the reliability of service for cdnjs, the world's largest public CDN. Responding to GitHub issues and pull requests *(https://github.com/cdnjs/packages)*, adding new libraries to the CDN for developers to use, and ensuring existing libraries remain up-to-date.

Developing and maintaining the cdnjs website *(https://github.com/cdnjs/static-website)*, cdnjs API *(https://github.com/cdnjs/api-server)*, and related tooling (such as the status page and metrics worker).

Open-source Maintainer @ Jingle Jam

November 2023 - *Present*

(Engineering, Open-source)

The world's biggest gaming charity event - which has raised over £25 million for charity through their yearly fundraiser livestreams.
https://www.jinglejam.co.uk / https://github.com/jinglejam

Developing and maintaining an open-source Discord bot *(https://github.com/jinglejam/jinglebot)* for the Jingle Jam charity event, allowing viewers to easily check the current total raised and other statistics about the event, as well as providing automated update announcements in the Jingle Jam server.

Collaborating with the Yogscast *(https://www.yogscast.com)* team to provide a similar set of statistics commands for the Twitch livestream *(https://www.twitch.tv/yogscast)* chat bot, also maintained as an open-source project *(https://github.com/TheYogscast/Jaffa3Community)*.