Matteas Eden

Software Developer, Computer Engineer & Linux Enthusiast

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💼 Experience

Specialist I Engineer, *IAG* 🔗
Feb 2021 – present | Auckland, New Zealand

- Utilised **behaviour-driven development with Cucumber** to develop UI tests within a **Java, Selenium-based test automation** framework
- Worked with **Python lambdas hosted in AWS** and deployed using a **CDK written in TypeScript**
- Maintained **virtual environments** composed of **Linux/Windows servers hosted out of AWS**, resolving run-time errors and patching vulnerabilities
- Acted as a **technical consultant** in interviews with experienced engineers to assist in **selecting the best candidate for a senior test automation role**

Software Engineering Intern, *Teknique Ltd.* 🔗
Nov 2019 – Feb 2020 | Auckland, New Zealand

- Implemented a **dashboard** to visualise manufacturer data using **Grafana** that was adapted for **production** in the **United States and China**
- Modernised a legacy in-house quality assurance test suite from Python2 to **Python3**
- Performed crucial research into data visualisation solutions with **Linux** servers containerised using **Docker**
- Developed hardware and software tests with **Nose** for an in-house SDK

🎓 Education

Bachelor of Engineering (Hons) in Computer Systems,
University of Auckland
Mar 2017 – Nov 2020 | Auckland, New Zealand
Undergraduate degree combining Electrical Engineering and Software Engineering to create a holistic view of computers and their operations.

📖 Publications

Image-to-Code: Assisting Engineering Students in Relating to OOP, *REES AAEE 2021* 🔗
Dec 2021
A practical paper which outlines a **tool to assist novice computing students** in overcoming the threshold concept of **Object Oriented Programming.**

📁 Projects

Self-Hosted Kubernetes
Jun 2021 – present

- My personal **Kubernetes** instance hosted out of **Proxmox**
- Leverages **Traefik** as a **reverse-proxy** to direct HTTP/S requests to **Nginx** pods
- Includes an instance of **ArgoCD** to synchronise manifests with a private **GitHub** repository

Roll for Reaction 🔗
Mar 2020 – Jun 2020

- A turn-based **action adventure RPG** that takes inspiration from *Dungeons and Dragons*
- Implemented using **React** and **Redux**, the game supports both desktop and mobile platforms

🏅 Awards

2nd Place in Secure Coding Tournament,
Game of Codes at IAG
Nov 2021
Game of Codes is an internal initiative focused on upskilling employees in writing secure code. Achieved by correctly **identifying vulnerabilities** and **appropriate solutions** in **React applications**.

Best in Category for Games and Education,
Sponsored by Ernst & Young
Nov 2020
Awarded for the *Image-to-Code* project which **created OOP code snippets** from images **using machine learning technologies**.

🎸 Interests

Linux *(RHEL, Proxmox)*

Gōjū-Ryū Karate *(Green Belt, 4th Kyū)*

Developer Workflows • **Desktop UI** • **Good Code**

🌐 Languages

Japanese
JLPT N3, 2020