Matthew Bjorkman

Full-Stack Software Engineer

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PROFESSIONAL SUMMARY

Full-stack engineer with 4+ years experience building scalable web applications using modern JavaScript ecosystems. Specializes in React/TypeScript frontends and .NET microservices, with expertise in cloud-native architectures and system modernization. Proven track record in leading full development lifecycle from UI design to backend implementation.

TECHNICAL SKILLS

Languages: C#, TypeScript, SQL, JavaScript, HTML/CSS

Frontend: React, Angular, Redux, Tookit + Query, Ionic, Storybook

Backend: .NET Core/Framework, Entity Framework, Kafka, REST APIs, GraphQL

Architectures: CQRS, Microservices, Event-Driven, DDD Cloud: AWS (Lambda, ECS), Docker, Kubernetes, Azure Tools: Postman, Azure DevOps, Octopus Deploy, SEQ/Serilog

Professional Experience

•BigTime Software Chicago, IL

Software Engineer 2 Apr. 2023 - Nov. 2024

Architecture Leadership: Led migration of invoicing system to event-driven architecture using DDD and CQRS patterns

- Payment Processing: Replaced legacy payment processor with webhook-based BlueSnap integration
- System Design: Redesigned core payment schema to resolve duplicate transaction issues
- Team Leadership: Managed 4-member full-stack development pod using Agile methodologies

•BigTime Software Chicago, IL

Software Engineer 1 Feb. 2022 - Apr. 2023

- CI/CD Automation: Developed SQL script generation system for deployment pipelines
- API Testing: Created Postman collection with test cases for 100+ public APIs
- Integration Development: Extended QuickBooks integration with vendor bill functionality

•Thatcher Technology Group

Na per ville, IL

 $Junior\ .NET\ Developer$

PROJECTS

Jul. 2020 - Jan. 2022

- Payment Systems: Integrated Braintree payment processing with EU-specific Local Payment Methods
- Performance Optimization: Achieved 94% load time reduction through code profiling
- Cloud Architecture: Implemented AWS Lambda auditing system processing service bus messages

O/Matthew-E-Bjorkman

•InvenSync (Multi-tenant SaaS)

DDD-driven full-stack inventory management system with Stripe billing and Auth0 integration

- .NET Core (C#), React (TypeScript), Docker, AWS ECS, Kafka

•Habit Tracker PWA

Cross-platform progressive web app for habit tracking

- Ionic, Angular, TypeScript

•Game Jam Competitions 72-hour game development competitions using Unity engine

2019, 2020

2024-2025

− C#, Unity

EDUCATION

•The Ohio State University

Columbus, OH

Bachelors of Science in Computer Science & Engineering

2016 - 2020

- Specialization: Computer Graphics & Game Design
- Honors: Dean's List
- Activities: Men's Band, Athletic Band, Volleyball Club

CERTIFICATIONS

•Microsoft Certified: Azure Fundamentals

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