MATTHEW KAPLAN

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ENGINEERING MANAGER & SOFTWARE DEVELOPER

Experienced Software Engineering Manager with a hands-on approach to leading high-performing teams. Proven track record in overseeing software development lifecycle, driving innovation, and ensuring project success. Passionate about mentorship, continuous improvement, and delivering impactful solutions. Recognized as a forward-thinking, innovative engineer with the ability to envision solutions from numerous angles and create roadmaps for success. Move software and application developments from a start-up stage through prototyping and testing onto a fully operational, embedded solution. Noted background for being a highly engaged, hands-on, and accessible leader with the ability to step in, course-correct project teams, and mentor junior-level developers. Actively participate in architectural and infrastructure decision-making to build scalable, enterprise-level, fault-tolerant, automated, and user-friendly applications.

Areas of Expertise

JavaScript/TypeScript | ReactJS | NestJS | Redux | Node/Express | React Native | Vue | HTML5 | CSS/SASS | AWS
Microsoft Azure | Microsoft DevOps | JIRA | GIT | SQL | GraphDB | TDD (Jest, Enzyme) | MaterialUI
Bootstrap | MongoDB | REST APIs | Webpack | Python | C++

Engineering Management/Leadership | Agile Methodologies | Project Management | DevOps | Design & Development Continuous Integration and Continuous Delivery (CI/CD) | Application Strategy & Vision | Turnaround Leadership Stakeholder Relationships | Team Development, Mentoring & Management | Native Framework Experience Software Support, Processes & Procedures | Data-Driven Decision Making

PROFESSIONAL EXPERIENCE

EDIBLE ARRANGEMENTS; Atlanta, GA

Software Engineering Lead, Manager

Sep. 2022 - present

- Leading and managing three squads (35-40 individuals) of multi-disciplinary software engineers who work across 15+ internal applications.
- Spearheading the migration of legacy eCommerce site to a modern microservices architecture, improving scalability and reliability.
- Providing technical expertise throughout the product lifecycle, including design, implementation, and delivery of scalable functionalities.
- Collaborate with multiple stakeholders to create technical roadmaps that meet business objectives.

EDIBLE ARRANGEMENTS; Atlanta, GA

Full Stack Software Engineer

Sep. 2020 – Sep. 2022

- Worked as a part of the core engineering team responsible for re-platforming the entire eCommerce solution, using the MERN stack from top to bottom.
- Implemented a script that facilitated a company-wide rollout of a new VoIP phone system at over a thousand franchise locations, resulting in a cost savings of \$250K.
- Single-handedly designed and developed an internal application used by over a thousand franchise owners nationwide.
- Worked closely with the Sr. Director of Data while developing an Azure Function that serves the purpose of receiving recently added or altered data from Edible's admin panel and adds/upserts it to their Graph Database.
- Collaborated closely with a small team of engineers to quickly deliver a personal greeting card solution, which generated over \$10M in revenue during its first year in production.
- Assisted with building, monitoring, and maintaining application infrastructure (including app services, key vaults, storage containers, service buses, functions, build/release pipelines, and dashboards) via Microsoft Azure.
- Provided leadership and direction for new engineers, including mentoring summer interns and overseeing their projects.

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AMERITECH FACILITY SERVICES; Denver, CO

2016 - 2019

Project Manager | Lead Technician

- Project managed multi-million-dollar construction projects across Colorado by consulting with new and existing.
- Communicated with clients and crews to ensure a clear understanding of the project scope, timeline, and goals.
- Disbursed resources, conducted site surveys, managed budgets and recognized potential project bottlenecks.

EDUCATION

Front-end Engineer Program | TURING SCHOOL OF SOFTWARE & DESIGN, 2019 Bachelor of Arts, Computer Science | UNIVERSITY OF COLORADO BOULDER, 2017