Matthew Curtis

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Technical Skills

Expertise In:	Experience with:	Development Frameworks:
HTML5/CSS3	iOS, Android Development	Vue.js, Angular, React
JavaScript/ES6+	MongoDB	Quasar
Node.js, Express.js	Elastic Search	Create-react-app
MySQL	Redis	Backbone.js / Underscore.js
RESTful APIs and services	PHP	Ionic/Cordova
	C#, VB.NET	

Recent Experience

Outlier.org   New York, NY (Remote)   April 2021 - Present
Engineering Manager

- Manage a team of 20 developers and 4 QA engineers
- Responsible for developer reviews, weekly 1:1 meetings, and coaching
- Regular priorities discussions with Product team to ensure delivery of required features and improvements
- Sole deployment and merging of production deployments after peer code reviews and QA
- Lead weekly all-hands meetings with developers
- Technologies used: Google Cloud, Node.js, React, React Native, Bootstrap, TravisCI, AirTable, PostgreSQL, Redis

Open-Xchange   Palo Alto, CA (Remote)   March 2015 - April 2021
Vice President, Professional Services – Americas

- Built US-based team to compliment the custom development team in Europe
- Manage two remote development teams with weekly scrum meetings, one-on-one manager discussions, annual reviews, reporting to senior management
- Participate in pre-sales and post-sales meetings/workshops for requirements gathering, deployment, and account management
- Work closely with Project Management to coordinate resource allocation, effort estimation, planning, and project post-mortems
- Coordinate package releases with the Release Team; Integrating documentation, release notes, and customer-specific settings
- Consult customers on product installation and configuration, as well as customization options
- Develop custom UI and authentication schemes for OX App Suite per customer and installation
- Technologies used: jQuery, Bootstrap, Jenkins, Docker, Debian & RHEL packaging

BrainRush   Los Angeles, CA (Remote)   November 2012 - November 2014
Senior Software Engineer

- First programmer hired to develop http://www.brainrush.com, educational games written in HTML5
- Created site, games, and content creation tools using Symfony2, Twitter Bootstrap 3, jQuery, Backbone.js, MySQL, MongoDB, Elastic Search

Dell Software Group (Kace)   Mountain View, CA (Remote)   May 2011 - November 2012
Senior Software Developer

- Second developer hired on team to create http://www.itninja.com
- Created site using Symfony2, jQuery, Elastic Search, Redis, and Node.JS. Site includes gamification, rating system, full-text search, internal messaging system
- Created tag system using Node.JS and Redis for fast auto-complete and association

Other Experience

AOL
Member of the Online Marketing team, where we created product up-sell microsites and registration flows. This included full A/B testing, rapid deployment, and a data-driven iterative approach to serve the entire customer base.

The Motley Fool (fool.com)
Created *foolmart*, the online store for customers to purchase physical and digital goods, which reached millions of users and was a significant revenue contributor.

Smithsonian Institution
Built the new homepage at si.edu to allow non-technical users to manage content and apply consistent designs across sections of the site.

Education

James Madison University   Harrisonburg, VA   1994 – 1998
B.S., Integrated Science and Technology

- Dual Concentration in:
    - Information and Knowledge Management
    - The Environment
- Minor in Computer Science