## **Cliff Matthews**

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## SKILLS/TRAITS

- good at solving problems, typically by programming, although sometimes by integrating or simply documenting
- understand low-level and high-level programming concepts, including writing code to write code
- enjoy learning, enjoy teaching, enjoy creating and using tools
- pathologically loyal; strongly self-motivated and self-disciplined

## WORK HISTORY

Programmer(consultant, remote), Decisiv, Inc., Glen Allen, VA

6/15 - 9/18

Created and maintained a greenfield Rails 5, PostgreSQL microservice that had complex backward compatibility (with SQL Server stored procedures) requirements. This service integrated with a handful of OEM's (PACCAR, Isuzu, Freightliner) services, some of which had surprising semantics. Deployment was to ECS via Convox. Gems used included devise, pundit, rails\_admin, paper\_trail, fast\_jsonapi, json\_api\_client, xml-simple, strong\_migrations. Development tools included spring, pry, rspec, factory bot, rubocop, capybara, airborne, simplecov, webmock and vcr.

Also worked in scary sections of legacy Rails 3.2 application. My experience with reverse engineering and backward compatibility was useful there.

Programmer(consultant, remote), GoodGuide, Inc. (part of Underwriters Laboratory), San Francisco, CA 10/15 - 12/16

- Debugged and maintained an interesting Rails 4 & JavaScript custom programming language (Gibbon)
- Debugged and maintained an interesting Rails 4 database (Entity Soup)
- Created greenfield Rails 5, PostgreSQL microservice implementing product insertion into Entity Soup
- Debugged and maintained a Rails/React web application (that used Gibbon and Entity Soup)

Programmer(consultant, remote), Jackrabbit Systems, Santa Fe, NM

11/09 - 3/15, 9/15 - 10/17

- Extended Ruby software that indexes hotel (and other) rates, so it could handle tens of thousands of hotels
- Designed and implemented the core software that JRS uses to integrate with Google, Wyndham and Trip Advisor
- Helped grow team from two and a half programmers to a dozen
- Found a successor and helped him design new Ruby on Rails software to replace four legacy applications

Programmer(co-Founder), Stolen Bases LLC (subsumed by E-line Media), New York, NY

8/06 - 5/09

- Designed and Implemented software using Ruby and Ruby on Rails to do on-demand creation and fulfillment
- Commuted from Albuquerque to NYC (1 week in NYC per month)
- Staffed and supervised a small office of three other programmers and one graphic artist

Programmer(consultant, remote), Planet Ace, Austin, TX

3/01 - 10/05

- Wrote (in Objective-C) "multibot", the first software to deal multi-table poker tournaments on the internet
- Sold multibot. It was used by PokerPages until October 2009; I added features through October 2005
- Used epoll and threading for high performance, low overhead
- Found and suggested a fix for obscure race-condition bug in GCC's Objective-C runtime

Programmer(consultant, remote), Standard Analytics, Los Alamos, NM/Bradenton, FL

1/03 - 1/05

- Maintained and extended software to do real-time analysis of cash register feeds for Albertsons with > 1000 stores
- Was key member of the pilot project, and remained with SA during rollout across the nation
- C with small bit of ksh on AIX

Programmer(consultant, remote), National Healthcare Resources, Woodbridge, NJ

3/02 - 11/02

- Worked on Web RePrice, a large Visual Basic app for reviewing insurance claims
- Although I programmed in Visual Basic, I also wrote a Visual Basic parser in Bison and C for static analysis

Programmer(consultant), Salomon Brothers, New York, NY

4/89 - 10/89

- Member of the original "Fulcrum Team" that brought UNIX to Wall Street, programmed in C
- Architected and prototyped "Zip", a "super" mail-like system that also integrated legacy systems (e.g. Quotron)
- Hand picked my successor who stayed there several years, thus assuring Zip's success

Programmer(founder), Abacus Research & Development, Albuquerque, NM

9/86 - 2/04

- Designed, wrote and debugged Macintosh emulation software, including clean-room reimplementation of ROMs
- I wrote in C and 680x0 assembly
- Hired amazingly talented programmers who used perl as well as a scheme-like language and x86 assembly
- Tricky stuff, good times, but I was an awful businessman

## **EDUCATION**

University of New Mexico, Albuquerque, NM

M.S.C.S.

5/1985