Matt Buland

Contact Information
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Open Source
https://github.com/gik0geck0

Ethos

I'm a fullstack engineer with a passion for building extensible and serviceable platforms. I bring a realistic outlook, a thorough design process, and some witty humor to the team.

Salesforce: June 2015 - current

Engineer, Introspection and Quality   Dec 2020 - current
- Draft GA feature guidelines - A friendly assessment of feature readiness to GA with high quality
- Draft Feature transfer process (delegated) - Packaging up all the necessary knowledge and code for a feature so that another group can maintain it
- Draft Post-mortem process (delegated) - A methodology to reflect on a situation to identify processes for improvement and reinforcement in a blameless fasion
- Inventory processes and development lifecycle - A detailed look at the responsibilities asked of developers, encouraging process reflection

Teacher, Programming Challenges 290 - Colorado School of Mines   Spring 2022
- Organize course structure and topics with rotating instructors
- Instruct on engineering topics like testing, refactoring, recursion, and graphs

Infrastructure Engineer, Foyer AWS Infrastructure   Spring 2021 - Spring 2022
- Configure Jenkins CI and Spinnker CD + helm chart for java microservice
- Deploy Terraform for PostgreSQL and migrate to AuroraDB
- Configure kubernetes specs for local development
- Outline release process, disaster recovery plan, and business continuity plan

Frontend Engineer, Lightning Web Runtime Navigation   Fall 2019 - Dec 2020
- Collaborate between multiple teams to bring together an offline page priming solution that uses a router
- Design and implement additional routing features to support multiple platforms and their requirements
- Draft example apps demonstrating routing features and customizations, with E2E testing

Project Manager, Capstone Projects at Colorado School of Mines
- Design open-source projects for students to work on as a group (Field Session)
- Lead scrum and keep developers on-task

- DominionStats - An LWC webapp to manage game results with interesting statistics
- UTAM Generator - A static analyzer script that produces instrumented objects for E2E automation
- Agile Accelerator Graph View - A d3.js graph view of related work items
- Story acceptance criteria composer
- Remote programming test manager

Fullstack Engineer, Page Loading Optimization   Fall 2018 - Spring 2020
- Design and implement framework for organizing data loading based on static analysis
- Implement data request bundling
- Patent Application A4968US2_SFDC061A

Frontend Engineer, Lightning Navigation   July 2016 - Fall 2019
- Redesign and implement navigation APIs (lightning:navigation)
- Stitch together new and old routing worlds
- Query parameters in Lightning

Fullstack Developer, Lightning Setup   June 2015 - July 2016
- Contribute to Lightning Setup tree
- Contribute to Setup Assistant, an iframed helper UI hosted in a microservice

Education
M.S. Colorado School of Mines   May 2015
B.S. Colorado School of Mines   May 2014

Technical Skills
Languages:	Javascript, TypeScript, Java, Python, HTML, CSS
Frameworks:	LWC, ExpressJS, SpringBoot
Infrastructure:	Kubernetes, docker, helm, terraform, spinnaker
Miscellaneous:	Bash, PostgreSQL, LaTeX, C++, Haskell, Ruby
Platforms:	Ubuntu, Arch Linux, OS X