Conrad Matschke *Full Stack Developer*

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I am a Full Stack Software Developer equipped with a diverse and promising skill-set and with several years of experience in sprint-based electronics and software development. Able to effectively self-manage during independent projects, as well as collaborate as part of a productive team. My colleagues would describe me as a driven, resourceful individual who maintains a positive, proactive attitude when faced with adversity. Experienced with the latest cutting edge development tools and procedures. Bringing forth expertise in design, installation, testing and maintenance of web systems. Specific fields of interest include, but not limited to IoT & IIoT, edge-computing, and mobile technologies.

SKILLS

Frontend
JavaScript, HTML5, CSS, Tailwind, React, React Native, Expo, Redux, TypeScript, Angular, REST API

Backend
Node.js, Express.js, MongoDB, Mongoose, GraphQL, SQL, PostgreSQL, Firebase

Other
Git, Figma, Docker, Heroku, Vercel, Jest, Cypress, Postman, DRY principles, Python, Matlab, SolidWorks (3D design)

PROFESSIONAL EXPERIENCE

Full Stack Engineer, *Oyle*
2022 – present
Berlin, Germany

"Application that provides current event and venue stats by the minute, backed by live popularity and community driven data."
- Led the Front-end in a team of 3 developers. Gathered and evaluated user requirements and illustrated design ideas and process flows.
- Promoted scrum and agile software development methodologies in daily stand-ups
- Supported building a Web Scraper in Python w/ Flask, Selenium, and Google Maps API's.
- Assisted on implementing a 'general-purpose' backend w/ Express.js, Prisma, PostgreSQL.

Full Stack Developer, *Punch!*
September 2021 – present
Remote

"Punch! aims at digitalizing numerous paper-based loyalty card programs and storing various rewarded bonus points in one App."
- Designed and built the app with a client in React Native (Expo) and Next.js.
- Integrated Supabase and Firebase on server-side for Postgres Database and OAuth.
- Implemented QR Code Generator/Scanner and NFC Tag Reader functionality.

Frontend Web Developer, *MDB Games*
January 2021 – July 2021
Barcelona, Spain

"MDB Games is a responsive web application designed for users to test their knowledge of thousands of movies and actors."
- Refactored code with React Context to share data "globally", such as user, theme, and language.
- Handled unit testing for React Components with Jest and E2E testing with Cypress.io.
- Implemented various third-party authentication methods (OAuth).

IoT System Integrator, *Noa Technologies Inc.*
2016 – March 2021
Berlin / San Francisco

"Noa Technologies is a global IoT-to-Cloud Asset Management platform providing bike-sharing companies with a fully customizable end-to-end solution that transforms any floating asset into smart IoT devices."
- Managed any and all hardware logistics from manufacturer to customer (Asia, Europe, US).
- Performed on-sight demonstrations, preventative system and backend maintenance.
- Handled Product Requirement Specifications (hardware/software).
- Entrusted with customer care and post-installation support for various key accounts.

EDUCATION

Full Stack Software Engineering, *Codeworks*
2022
Berlin, Germany

Master of Engineering (MEng), *Technical University Berlin*
2021
Berlin, Germany
Master's degree – Industrial Engineering and Management / Major: Mechanical Engineering
- Focused on experimental design and the aerodynamics of road vehicles (Python, Matlab)

PERSONAL SKILLS

Creative in time-critical environments
In my past life, I worked as a producer for advertising productions, high fashion runway shows, and concerts. It made me a purist and aesthete, yet never miss a deadline.

People Person with Assertiveness
In my other past life, I worked in the hospitality industry as a manager. It made me kind and open-minded to colleagues and criticism, yet I understand my role and stand my grounds.