

Matthew Mayers

Software engineer with over a decade of experience across mobile development, web development, and systems administration.

San Francisco, CA
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Experience

Branch Messenger

Android Lead
San Francisco, CA
December 2017 - Present

As Android lead, I am responsible for designing app architecture, development workflow, and building automated build, test, and deployment processes.

Quizlet

Software Engineer
San Francisco, CA
March 2017 - September 2017

As a member of Quizlet's Android team, I was responsible for implementing new study modes and features to help students get an edge in their classes.

Oneteam, Inc.

Android Lead
Tokyo, Japan
March 2016 - March 2017

This position started out as a part-time remote role before transitioning to full-time onsite. I was responsible for designing the architecture for Oneteam's mobile app and leading the project from the ground up.

8tracks

Android Lead
San Francisco, CA
January 2015 - September 2016

As the sole fulltime Android developer, I was responsible for making major architecture and design decisions for the app and its features. I also was responsible for building in support for both direct sale ads and ads provided by mediation networks to maximize mobile revenue.

Wink, Inc.

Android Engineer
San Francisco, CA
January 2014 - December 2014

As an Android engineer, I was responsible for new feature development and building support into the Wink mobile app for various connected home devices manufactured by partner companies.

HotelTonight

Android Engineer

San Francisco, CA

June 2012 - December 2013

Working on HotelTonight's Android team, my duties consisted of fixing bugs, implementing new features, and keeping the UX and functionality in line with both HotelTonight's brand standards and the usability patterns expected by Android users.

Electronic Arts/Playfish

Devops Contractor

San Francisco, CA

April 2012 - June 2012

In this short-term contract position I assisted in the deployment of EA/Playfish games, troubleshooting of server infrastructure, and the development of data visualization solutions for infrastructure metrics.

Own Point of Sale

Senior Engineer/Systems Architect

San Francisco, CA

May 2011 - March 2012

As System Architect, it was my responsibility to design, document, and implement scalable solutions for both new features and problems created by a legacy codebase. This also involved a lot of architecture design and management using tools such as Amazon EC2, RightScale, and Chef. As one of the more senior engineers on the team, I was also responsible for creating, documenting, and managing developer workflow/process, as well as planning and managing software release cycles.

Converseon, Inc.

Software Engineer

Plymouth, MI

July 2010 - June 2011

Worked with a very talented team of developers to build, from the ground up, a scalable social media CRM. We managed hundreds of millions of records – from the Twitter Firehose, to Facebook posts, to message board conversations – and delivered it to clients in a manageable way. The tools we provided allowed clients to analyze social media data and engage consumers in real-time.

MS&L Digital

Web Applications Developer

Ann Arbor, MI
May 2005 - July 2010

Developed small, agile, scalable applications for projects on tight deadlines. Due to the varied nature of scope from project to project, this required me to employ every skill available to me.

Education

Indiana Tech, Computer Science, 2004-2005

Links

- <https://mattmayers.com>
- <https://linkedin.com/in/mattmayers>
- <https://github.com/majormajors>

References

Available upon request