MATT ANDERSON

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Full Stack Engineer specializing in Go, Python, Linux, Web, and Containers.

EXPERIENCE

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Cloud Software Group, Senior Software Engineer **May 2020 – Present**

- Lead maintainer of MSGMX, a Python CLI tool designed to streamline the management of messaging platforms like Kafka, Pulsar, and EMS, providing increased operational efficiency for clients.
- Refactored complex installation methods into portable Python executables, vastly improving customer onboarding and reducing setup time by 80%.
- Created GitHub Actions CI/CD pipelines for automated cloud builds and tests, saving days of manual human effort per release.
- Migrated the TIBCO FTL UI from AngularJS to Angular with a custom Go backend API, enhancing application performance and maintainability.

DeploySolo **Jan 2024 – Present**

The Simplest Path to SaaS

- Conceptualized, engineered, and launched a SaaS starter kit using Go and htmx, generating over $1,000 in revenue from satisfied customers and empowering indie developers to deploy their ideas faster.
- Independently built a simplified full software stack from first principles, leading to a successful product launch and proving the ability to self-start a novel idea.
- Cultivated a community and secured paid subscriptions, demonstrating market validation and interest, laying the foundation for future growth.

Linux **2016 – Present**

- Adopted neovim enhanced with custom configurations and LSP support for optimal development workflow, improving coding efficiency.
- Opted for Debian for server and desktop use due to its stability and performance, ensuring reliable operations.
- Assembled a custom desktop environment using Arch Linux with i3, tailored for efficiency, leading to increased productivity.

Self-Driving Research, IIT MMAE Department **October 2019 – December 2020**

- Led software development within a multidisciplinary team of five, creating a realistic driving simulator with dynamic, interactive traffic scenarios, contributing to advancements in self-driving car research.
- Programmed the simulator using C# and Unity3D, incorporating moving vehicles and variable traffic signals for immersive realism, resulting in a valuable tool for research and education.

EDUCATION

Illinois Institute of Technology, BS Computer Science **2018 – 2021**

- **GPA:** 3.6
- **Relevant Courses:** CS450 (Operating Systems), CS331 (Data Structures and Algorithms), MATH474 (Probability and Statistics), etc.
- Received credit for eight college courses in high school through AP, graduating a year early.

Data Structures and OOP Teaching Assistant **August 2019 – May 2020**

- Hosted TA sessions for Data Structures and Algorithms in Python, introducing concepts such as time complexity, space complexity, linked lists, trees, and more, helping students improve their understanding and grades.
- Helped teach Java to introductory computer science students, including basic programming and OOP principles such as objects, arrays, loops, and more, contributing to their foundational knowledge.