Matthew Loughnane

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Experienced technology professional with a strong background in enterprise and B2C software development, including full-stack, web, and mobile applications. Proven ability to thrive in fast-paced, commercially driven environments, bringing sharp problem-solving skills and a calm, focused approach under pressure.

Technical Skills

WEB	React, NextJS, Tanstack, PHP and Static Site Generators (Astro, Docusaurus and Jekyll)
SERVER	NodeJS, ExpressJS, DrizzleORM and Prisma
MOBILE	Android & iOS apps with Flutter (Dart) and React Native
INFRA	GCP, Azure, AWS and Digital Ocean. UNIX, Webservers (Apache, NGINX, Caddy)
DATA	SQL (Postgres and MySQL), No-SQL (MongoDB, Hive on Flutter and Redis), Firebase
DEVOPS	Github Actions, Nixpacks and Docker

Technical Lead
Bridgit | 2023 - Present

- Architected and developed the Bridgit platform, an iPaaS for the charity sector.
- Collecting charitable fundraising platforms data and delivering it to charities in the format they want.
- Led project management efforts, created and maintained kanban boards to organise tasks, define priorities, and communicate progress clearly across the team.
- Securely authenticated with multiple auth types, including OAuth, Client credentials and API keys on customers behalf.
- Built a user-friendly admin panel enabling non-technical Bridgit team members to integrate new platforms independently, significantly reducing onboarding time for new data sources.
- Authored and maintained OAS 3.0-compliant documentation for all API endpoints.
- Leveraged AI tools (Claude Code, Cursor) to rapidly prototype and iterate on new features before production development.
- Integrated communication notifications (Slack, email) to ensure internal alignment on customer activity and system events.
- Deployed and maintained three isolated environments on Google Cloud Platform using gcloud tooling, with robust firewall, logging, and storage configurations.
- Successfully passed a third-party penetration test and certification ahead of product launch.

Software Developer
Hexa Studios | 2014 - Present

- Designed and developed a comprehensive ticket management system for island ferry services, including a web admin panel, customer-facing website, and Flutter mobile app.
- Built custom Flutter applications for hardware devices, including self-service touchscreen ticket kiosks and handheld payment terminals with printing and Stripe/NFC payment support.
- Architected and delivered a cross-platform (Android and iOS) community mobile app with support for offline-first databases, audio content, interactive maps, notifications, and OAuth authentication.
- Developed standalone Unity-based endless runner games for interactive museum exhibits, designed for continuous public engagement.

- Implemented CI/CD pipelines for automated testing and deployment to self-hosted VPS environments, maintaining full control of infrastructure and uptime.
- Led end-to-end creative efforts including branding, launch videos, and promotional materials for app stores and social media campaigns.

Telecom Software Developer
Virgin Media O2 | 2018 - 2023

- Deployed and maintained a reporting dashboard web application with a custom REST API and PostgreSQL database.
- Optimised reporting pipelines from daily reports to under 30 minutes and generated Python notebooks for debugging.
- Created an internal mobile application (built with Flutter and custom Kotlin) for retrieving and sending automated SMS messages defined on a ReactJS web app with a RESTful API.

Advisory Services Consultant
Freewheel | 2017 - 2018

- Consulted for Freewheel clients as part of a bespoke internal consultancy for their advanced projects and ideas.
- Designed strategies for Freewheel clients to expand their video ad requirements.
- Built tools to efficiently export reports and standard client documentation.

Product Specialist
AppNexus | 2016 - 2017

- Provided support for AppNexus' entire platform, resolved, debugged and designed creative solutions for client's issues.
- Developed a new scripted reporting strategy to customer's specifications for their requirements querying from MySQL tables and synthesizing usable data in Python's pandas DataFrames.
- Built Python Flask applications for OpenRTB troubleshooting and web debugging tools.

Consultant for Citrix ByteMobile
Altran UK | 2012 - 2016

- Global Deployment Engineer for a range of Byte Mobile products including NetScaler which involved travelling to customer sites in Egypt and Kuwait to commission their servers from scratch and installation and configuration of the OS and application.
- Captured and analysed evidence pertaining to issues and defects, worked with engineers to create workarounds, and tracked final solutions.
- ISTQB (International Software Testing Qualifications Board), Foundation Level.

Designer and Test Analyst
Caped Koala Studios | 2010 - 2012

- Performed AGILE testing, including test case planning, reporting and managing defects via JIRA.
- Responsible for raising, assigning, retesting and closing defects following a structured and agreed approach.

Education
- Masters in Mathematics (MMath), University of Reading, 2007 - 2011