

MATT WILEY

SOFTWARE ENGINEER | TECH LEAD | MENTOR
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EXPERIENCE

DevOps Engineer

84.51°

Aug 2019 - Present

- Established standardized CI/CD workflows using TeamCity and GitHub Actions, integrated security tools, Docker images, and facilitated migration to GitHub Enterprise Cloud while mentoring contractors.
- Standardized CI tooling via TeamCity templates to create a “golden path” development process for all Java and Python dev teams
- Integrated JFrog Xray and SonarQube into TeamCity templates to make devs more aware of security and quality issues earlier in the SDLC
- Created standard set of enterprise-ready Docker images to better enable dev teams with certificate installations and common environment configurations
- Executed automated migration of all repos from GitHub Enterprise Server to GitHub Enterprise Cloud, and managed related communications and support
- Implemented standardized CI and CD processes in GitHub using GitHub Actions and Reusable Workflows
- Managed and mentored a cohort of bootcamp contractors helping with additional on-prem to cloud migration efforts

Lead Software Engineer

84.51°

Feb 2018 - Aug 2019

- Led team of developers responsible for delivering the web interface for an internal, cloud-based data science platform, built using Angular and leveraging Google Cloud Platform services
- Collaborated with architects, product designers, and data scientists to develop new features and enhance UI components to better serve our customers
- Created and maintained Python-based API for provisioning compute resources in GKE

Senior UI Developer

84.51°

Jul 2015 - Feb 2018

- Created a multi-user experience using Android, Electron (desktop web UI), and Angular to explore ways busy families can stay connected around food and meal planning
- Developed an experience using Unity 3D demonstrating how Category Managers in the near future might leverage VR to remotely strategize on category decisions across the country from a unified location
- Constructed an experience using Unity 3D and the Microsoft HoloLens to illustrate how mixed reality could be leveraged to integrate data more deeply with the in-store walk-through process
- Developed an Android app experience showing how the intersection of augmented reality and shopper-specific data creates the opportunity to personalize the traditional print experiences shoppers already have

Android Developer

Deca Interactive

Mar 2014 - Nov 2014

- Developed the Android version of a music festival event app used by the Bunbury and Buckle Up Music Festivals in Cincinnati, Ohio

Java/Mobile Consultant

Cardinal Solutions Group

Dec 2012 - Jul 2015

- Assisted in the configuration of an off-the-shelf application using the Gosu JVM-based language and IntelliJ IDEA, focused on managing lines of business for insurance companies
- Developed a small Java-based CLI tool to handle ingestion of custom messaging protocol between business and banking systems
- Collaborated with internal design team to create iPad app showcasing important projects and highlighting company capabilities
- Created iPad application backed by SharePoint Lists which catalogued all company sales resources and technical specifications for a local window and door company
- Taught one-week course on core OOP and Java language concepts

Android Developer

Center for Applied Informatics

Feb 2011 - Dec 2012

- Developed Android applications for the Kentucky Department of Education enabling teacher and technologists to get important alerts and stay informed