

Matt Boldt

Staff Software Engineer

Software Engineer with 10 years of experience building production web applications. Passionate about the little details, strong empathetic communication, and growing as a team. Focused on fast and maintainable code, wonderful user experiences, and happy developers.

EXPERIENCE

[Kalkomey Enterprises · Dallas, TX / Remote](#)

Staff Software Developer / Team Lead · April 2020 — Present (1 yr 9 mos)

- Led a team of 6 developers building a Campgrounds Reservation Management Platform, powered by Rails & React, from the early planning phase to final client demo in ~5 months
- Led discussions with my team to determine the ideal tech stack given our timeline and resources
- Researched frontend frameworks that provide a balance of great DX, UX, and integration with Rails
- Drove Internationalization efforts on both our consumer-facing storefront and admin interface
- Mentored 2 direct reports, conducting regular 1:1s to discuss and set goals for personal career growth and team development
- Built internal developer tools & libraries, wrote documentation, and presented them for use across the organization
- Drove developer experience and code quality improvements like automated linting, CI integrations, and standardized formatting tools such as Prettier for JS/React and RuboCop for Ruby

Senior Software Developer · May 2017 — April 2020 (3 yrs)

- Collaborated with product managers, subject matter experts, and our UI/UX team to expand our application's feature set to meet current and prospective state agency requirements
- Worked on a team of 8-12 developers delivering a first-of-its-kind SaaS product in the Hunting and Fishing Licensing and Certification Industry
- Built a highly customizable instant lottery system for state wildlife conservation agencies, enabling them to award a limited quantity of exclusive hunting and fishing permits to residents
- Drove collaboration with developers on teams across the organization to expand on shared areas of our monolithic Rails app, preventing any potential conflicts or regressions
- Paired with new team members to walk through our codebase, assigned areas of focus, and closely mentored Junior Developers on feature development and engineering best practices

[DocHub / Macroplant LLC · McKinney, TX / Remote](#)

Software Developer · Nov 2011 — May 2017 (5 yrs 7 mos)

[DocHub.com](#) — an online PDF editor and e-signature platform with over 16 million users

- Worked on a team of 3 building DocHub from scratch using a Rails API backend, an EmberJS frontend, MySQL, Redis, and AWS
- Used Ruby to parse PDF files and their fields into well-organized ActiveRecord models
- Designed data models and optimized database queries as our user base grew rapidly
- Planned, designed, and deployed new user-facing features on a regular basis

CONTACT

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LANGUAGES & TECHNOLOGIES

Rails, Ruby, JavaScript,
React, MySQL,
Elasticsearch, Redis, AWS,
MobX.js, GraphQL, Apollo

LINKS

mattboldt.com

github.com/mattboldt

Macroplant.com — a storefront for Macroplant's desktop applications, and an API for license authorization

- Built an admin backend using Rails to configure storefront content, upload new software releases, and generate reports of customer purchase data
- Built a software license generation system that issued keys to customers at the time of purchase and stored their activation status in our database
- Designed and wrote a series of SEO-friendly blog posts aimed to assist users with our products and to improve our search engine rankings
- Wrote content and designed graphics for email marketing and Google AdWords campaigns

Open Source

Typed.js — Author • github.com/mattboldt/typed.js

A JavaScript typing animation library with ~18k weekly downloads. Some big names that have used Typed.js include GitHub, Slack, and Envato.

Spyke — Contributor • github.com/balvig/spyke

Spyke is an ActiveRecord-inspired, ActiveRecord-based, REST API ORM that gives developers the familiarity of AR models with external data. I've contributed to bug fixes, new feature development, and have grown very familiar with both it and Rails' own ActiveRecord internals.

Mobility — Contributor • github.com/shioyama/mobility

Mobility is a highly configurable translation framework that enables developers to quickly add support for content translation to new or existing models in Rails applications. I chose it when kicking off our i18n efforts, and I helped build a new feature allowing the framework to smoothly integrate with existing applications without having to migrate existing data.