MATTHEW ROBBINS

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EXPERIENCE

CTO - INTL Café - https://intlcafe.io
January 2024 - Present

· Responsible for the technical development and architecture of a language exchange and event management platform.
· Secured and optimized Azure infrastructure, facilitating cost-effective and reliable cloud architecture.
· Scaled the platform to accommodate 5,000+ registered users and managed hundreds of events, ensuring seamless performance and reliability.

Full Stack Developer - ShipBob
June 2023 - January 2024

· Developed and maintained full-stack applications, utilizing ASP.NET Web APIs and SQL Server databases to support backend functionality.
· Contributed to the development of a frontend WMS application using Electron and Vue.js, enhancing UI/UX.
· Collaborated with cross-functional teams to integrate backend and frontend systems, ensuring smooth and efficient operations.

C# SDK Engineer - Socket Mobile
February 2022 - May 2023

· Developed and supported SDKs for iOS, Android, and Windows platforms, focusing on Bluetooth/BLE communication with custom data capture firmware.
· Created a MAUI NuGet package to expand platform support, enabling broader compatibility for the SDK.

Software Engineer - Productive Edge
June 2019 - October 2021

· Led the development of the ticket kiosk solution for One World Trade Center, ensuring high reliability and user engagement.
· Implemented CI using Azure DevOps, reducing build and deployment times to under 30 minutes for new versions.
· Enhanced product stability by adding analytics to monitor performance, extensive unit and integration tests, and Cucumber requirements to track client needs.
· Contributed to several large scale projects developing and releasing mobile applications both internally and to the App Store.
· Liaised with multiple clients to ensure requirements were consistently met and adjusted as needed.
· Provided reliable timelines and estimates to clients to keep costs and expectations predictable.

Mobile Application Developer - Audiogum
August 2017 - June 2019

· Developed and launched iOS and Android apps using Swift, Java, and Xamarin.
· Created SDKs for third-party integration with the AI-powered music streaming platform and collaborated with teams to improve app features and stability.
· Created extensive BDD specifications to ensure functionality was predictable and expected.

EDUCATION

The Recurse Center
September 2024 - Present

· Created a compiler for OCaml utilizing Microsoft's DLR to allow OCaml code to run on .NET.

University of Birmingham
September 2012 - September 2016

· Theoretical Physics and Applied Mathematics MSci, Dissertation: Hamiltonian of Multi-Particle Systems.

MISCELLANEOUS

Skills	C#, OCaml, JavaScript, SQL, Tailwind, JQuery, Azure, Xamarin, MAUI, UWP, Vue, Electron
Spoken Languages	English, French
Presentations	Trunk Based Development