

MATTHEW ROBBINS

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EXPERIENCE

INTL Café - CTO - <https://intlcafe.io>

January 2024 - Present

- Solely 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 across various environments.

Software Engineer - Productive Edge

June 2019 - October 2021

- Led the development of a ticket kiosk solution for a major NYC tourist attraction, 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