Matthew Duffy

Full Stack Engineer

Respectful self-motivator gifted at finding reliable solutions for software issues. Experienced in rapidly delivering results and pixel-perfect design execution. Beyond the technical skills, focuses on empathy, collaboration, analysis, and transparency. Accustomed to working with cross-cultural, global teams.

Work History

Jan. 2023 – Aug. 2023

Senior Full Stack Engineer

Club / Takeoff Labs, Remote

- Adopted engineering best practices and delivered highest quality scalable solutions.
- Sprinted with fellow engineer to create multiple full stack web applications.
- Implemented complex features including global scheduling, video calling, and Al image manipulation.
- Performed autonomously and asynchronously as part of a global remote team.

Nov. 2023 – Jan. 2023

Full Stack Engineer

Nitely Development, Remote

- Debugged the core application to improve performance and reduce critical errors.
- Worked closely with product manager to implement new features for workforce management.
- Utilized advanced styling skill set to improve general UI/UX

Jan. 2022 – Nov. 2023

Full Stack Engineer

Liftoff Mobile, Remote

- Implemented administrative tools for flagship product, allowing tight control over thousands of user-submitted media files.
- Created rich text editor enabling our team to

Contact

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Phone

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Stack

JavaScript / TypeScript

React

Next.js

Remix

Node.js / Express

NestJS

CSS

styled-components

Tailwind CSS

Chakra UI

PostgreSQL

MongoDB

Google Cloud Platform

Stable Diffusion

MediaPipe

Links

MatthewDuffy.dev

Github.com/mattduff707

Linkedin.com/in/mattduff707

- effectively communicate instructions to users.
- Architected robust data agnostic table component for visualizing data sets of 100,000+ rows.
- Contributed ideas and suggestions in team meetings and delivered updates on deadlines, designs, and enhancements.
- Wrote detailed pull requests and performed thorough code reviews to ensure high standards of code quality.

Jan. 2019 – Full Stack Engineer

Present

Some Fun Studio, Freelance

- Primary engineer responsible for software architecture, implementation, and maintenance.
- Collaborates with the designer and stakeholders to bring the product from concept to reality.
- Define project requirements and priorities through client discussions to inform deadlines and expectations.
- Utilize client feedback to improve company processes and evaluate project success.