Matthew Francis

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EXPERIENCE

Lightspeed | Toronto, ON – Software Dev Engineer II (Frontend)

Jun 2022 – Present

• Collaborating with team in an agile framework on engineering a "Point of Sale System" that impacts over than 100,000 entreprises including Sony, Nordstorm, Hudson Bay, and the Five Guys with React, React Testing Library, Typescript, HTML, SCSS, BEM. CSS, JS, Docker, AWS, Cypress, GraphQL, TravisCI, Jenkins.

Starty | Waterloo, ON – Founder & Full-Stack Software Dev Engineer

Aug 2021 – Present

- Collaborated with team for ideas, design and engineering to create a platform for students to collaborate with an outreach of over than 100+ beta visitors with Next.js, React-Spring, Typescript, HTML, SCSS, BEM, CSS, JS, Express.js, PostgreSQL, Liquibase, Figma, Lighthouse, axe, GitHub Actions.
- Collaborated with 5 mentors in accelerator to challenge decisions, address market research and pivot on ideas; and conducted market research with over 100+ people to consolidate on decisions and prevent biases.

Habanero | Toronto, ON – Frontend Software Dev Engineer

Sep 2021 – Jan 2022

- Collaborated with design, operations and engineering team in an agile framework to engineer a web application for over than 50+ enterprise clients including Petro Canada, Herschel Supply Co, GTAA with React, React Testing Library, React-Spring, Typescript, HTML, SCSS, BEM, CSS, JS, Lighthouse, axe, Azure DevOps.
- Increased app's user accessibility by over 15% through supporting disabled users and legacy browsers; and increased performance by over 50% with lazy loading, minifying, compression, and refactoring.

Badal | Toronto, ON - Full-Stack Software Dev Engineer

May 2021 - Sep 2021

- Collaborated with design, operations and engineering team in an agile framework to engineer a Shopify application that automates sales for stores varying from 1000+ products and users with React, React Testing Library, Redux, Typescript, PostgreSQL, GraphQL, Express.js, Docker, HTML, SCSS, BEM, CSS, JS, Lighthouse, axe, GitLab.
- Increased API and database performance by over 50% with normalizing and indexing databases; and refactoring.

Laurier Comp Sci Club | Waterloo, ON – Lead Software Dev Engineer

Sep 2020 - May 2021

• Mentored and led 15 team members with an agile framework that included weekly mentorship lectures, biweekly sprints and backlog refinement in designing and engineering a web application for over than 1000+ university students with React, HTML, SCSS, CSS, JS, Figma, Lighthouse, axe, GitHub Actions.

EDUCATION

Wilfrid Laurier University (Computer Science GPA: 3.9/4)

Honours Bachelor of Science, Computer Science

PROJECTS

Steam - React, React Testing Library, Redux, Typescript, HTML, SCSS, CSS, JS, Express.JS, PostgreSQL

• Replicated Steam's website, the largest video game retailer for PC games. Users can browse for games and discounted games; add games to their cart; create, edit, delete reviews for games; authenticate; upload profile picture and edit their profile; Database is normalized to BCNF and is stored in PostgreSQ; Authentication is done with cookies, JWTs and refresh tokens while using security practices against XSS / CSRF attacks.

Blizzard - React, React Testing Library, React Spring, Redux, Typescript, HTML, SCSS, CSS, JS

• Replicated Blizzard's website, known for publishing games like Call of Duty and World of Warcraft. Users can view pages for each game. Used React Spring to create physics-based animations like accordion, image parallax, and card flip.

TECHNICAL SKILLS

Frontend: React, Next.js, React-Spring, Redux, Typescript, React-Testing-Library, Enzyme, Jest, HTML, SCSS, BEM, CSS, Bootstrap, JS, Figma, Lighthouse, axe, Java, Python, Android Studio

Backend: Authentication, Database Normalization, Docker, CI/CD, Node.js, Express.js, PostgreSQL, MongoDB, GraphQL, Liquibase

Tools: Git, AWS, Gitlab, Azure DevOps, TravisCI, GitHub Actions, Shopify, Microsoft Teams, Slack, Heroku, Vercel

Waterloo, ON

Sep 2018 - Present