Matthew Greer (he/him/his)

Software Engineer

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Brooklyn, NY | Portfolio | LinkedIn | Github

Skills

Languages: Ruby, JavaScript, TypeScript **Tools:** Git, Webpack, Sidekiq, Temporal

Infrastructure: Heroku, AWS Databases: PostgreSQL, Redis, MongoDB, SQLite, Knex.js

Project Mgmt.:Agile, Confluence, JiraStyling:HTML5, Haml, CSS, Sass, TailwindTesting:RSpec, Jest, VitestDesign:AdobeCC, Photoshop, Illustrator, Figma

Methodologies: REST APIs, OOP, TDD Frameworks: Ruby on Rails, ViewComponent, Stimulus.js,

React.js, Redux.js, Next.js, Node.js, Express.js,

jQuery

Experience & Education

Software Engineer - TeePublic

2022 - 2023

- Led engineering from planning through QA, partnering with product, design, and logistics teams, of an eCommerce feature that directly increased gross profit by 1%, GPAPA by 2.5 points, and net quarterly revenue by \$1.04M.
- Diagnosed and corrected backend SQL indexing algorithms, eliminating timeouts and reducing query time by 91%.
- Enhanced user experience by replacing a costly dependency with an optimized custom solution that reduced rendering time, improving Largest Contentful Paint (LCP) by 30% across the entire application.
- Drove ownership of frontend design-patterns and architecture through Rails ViewComponent modularization, increasing CircleCI test suite coverage of front end components by 8.5%, and modernizing legacy code.
- Cut CSS bundle size by 50% by leveraging best practices for Webpack and Sprockets asset management systems.

Junior Software Engineer - TeePublic

2021 - 2022

- Profiled, benchmarked, analyzed, and removed underperforming legacy dependencies, improving LCP by 1s (5%).
- Pioneered an approach to multivariate feature testing that accelerated turnaround time for experiments by 67%.
- Anticipated tech debt bottleneck and created thorough audit that shaved 1 week from the roadmap for its removal.

Volunteer Peer Mentor and Engineering Lead - Artists Who Code

2021 - present

- Mentored former performing and visual artists transitioning to careers in tech, coaching interview skills, pairing on portfolio development, and teaching fundamentals of Ruby on Rails.
- Current Lead Engineer for a team (2 front-end, 2 back-end) developing an original app, incorporating real-world
 product processes to give newly transitioned engineers practical experience of professional team workflows.
 - Xanadu In Development | Github private
 - A Typescript app empowering performers to maximize opportunities, using Temporal automation to scrape auditions, Knex to facilitate storage and search in PostgreSQL, AI parsing, and Next.js to present and sort.

App Academy 2020

- Intensive 1000+ hour software engineering program focused on fullstack software design. Acceptance rate: < 3%.
 - MYTimes Wordcross Live Site | Github

A single-page crossword puzzle app mirroring the New York Times Crossword, using Ruby on Rails and PostgreSQL for the backend, and React/Redux for the frontend, pixel-perfect UI/UX with HTML5, CSS, and Sass, and secured user authentication with BCrypt and React Router, managing data via a RESTful API.

• Waylon - Live Site | Github

A unique scrolling game-in-progress leveraging the Web Audio API to implement a unique voice-controlled UI, with JavaScript (ES6+), Node.js, and Webpack, original graphics with Adobe Illustrator and Photoshop, and animated HTML5 Canvas game components using custom JavaScript collision algorithms.

Software Engineer Brooklyn, NY | Portfolio | LinkedIn | Github

Experience & Education, continued

Professional Actor - SAG-AFTRA, AEA

prior to 2020

- Collaborated with A-List talent and celebrated directors in over 50 productions in live theatre and recorded media.
 - Broadway includes
 - Leading role in Sam Mendes's Tony® award-winning CABARET
 - SEMINAR opposite Alan Rickman
 - THE JUDAS KISS with Liam Neeson
 - Tony® award-winning THE REAL THING (2000)
 - o THE REAL THING (2014) with Ewan McGregor
 - Off-Broadway includes
 - IF THERE IS I HAVEN'T FOUND IT YET opposite Jake Gyllenhaal
 - o A MOTHER, A DAUGHTER, AND A GUN with Olympia Dukakis
 - National, international & regional theaters and tours
 - Network television series
 - Audible audiobook narrator
 - National commercial for TOON BLAST, as the puppeteer of Ryan Reynolds' fake arms
- Directed the first NYC revival of John Logan's NEVER THE SINNER with 8 actors, 3 creative team, and 5 tech staff.
- Performed exceptionally high-pressure standby roles, replacing lead actors with little notice and minimal rehearsal.
- Researched and crafted diverse, complex, nuanced characters through creativity, empathy, and technical expertise.

The Juilliard School

Bachelor of Fine Arts - Drama Division.

Awards

Best Supporting Actor in a Professional Play

- Syracuse Area Live Theatre Awards
- Athos in THE THREE MUSKETEERS at Syracuse Stage, director Robert Huff

Presidential Scholar in the Arts Medallion

• White House Commission on Presidential Scholars