

Matt Martin

Located in Edmond, OK

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Introduction

My ideal workplace has a vibrant environment of innovation, a strong team practicing Agile methodologies, and a culture of excellence. I bring 11 years of industry experience, an appetite for innovation, and a broad understanding of the technological landscape. I am motivated to create, and I am not satisfied with the status quo.

Languages and Technologies

Experience with Java, Scala, Akka, Python, C#, SQL

Limited experience with Node.js, AngularJS, D3, C++, Lisp, HTML, CSS

Technologies

AWS, Serverless, Docker, Microservices, Linux, Hybris, JMS, Junit, Spring, Lucene, Solr, Cassandra, Tomcat, Agile, Scrum, JIRA, SVN, Git, JSON, XML, Slick, MySQL, PostgreSQL, MSSQL, Oracle, BerkeleyDB, SQLite, MongoDB, D3, .Net

Industry Experience

Team Lead, Hobby Lobby, 09/2017 – Present

- Provide oversight and guidance for the application architecture of www.hobbylobby.com.
- Research and develop a methodology for moving components of www.hobbylobby.com away from a monolithic architecture towards microservices deployed on the Amazon Web Services (AWS) infrastructure.
- Investigate the integration of machine learning into the ecommerce shopping experience for personalization and product recommendations.
- Continue to design and implement various features and functionality on the large-scale Hybris eCommerce platform for www.hobbylobby.com.
- Provide mentorship for more junior software developers.
- Continue to provide troubleshooting and performance tuning for www.hobbylobby.com.

Senior Software Engineer, Hobby Lobby, 11/2014 – 09/2017

- Continue to design and implement various features and functionality on the large-scale Hybris eCommerce platform for www.hobbylobby.com. Main technologies include Java, Solr, Spring, and MySQL all deployed on the Amazon Web Services architecture.
- Specifically tasked with troubleshooting and tuning performance and stability aspects of the application, especially those related to garbage collection.
- Responsible for overhauling product search and relevance for www.hobbylobby.com using Apache Solr.

Technical Lead, Software Engineer, MSCI, 03/2013 - 03/2014

- Led a team of 4 Software and Environment Engineers responsible for designing and implementing platform enhancements, focusing primarily on stability and performance of the distributed SOA application platform.
- Helped to define and propose a new platform enhancement project that will add throttling to the current application architecture, therefore increasing the overall stability and recoverability of the platform.
- Designed and architected a Java/Oracle software application to perform load and stress testing of the distributed SOA platform by replicating production load - consisting of millions of operations per day.
- Designed and implemented an EXTJS web application to interface with application for replicating production load.

- Responsible for maintaining development environments for ~50 developers, spread across the world in multiple locations.

Software Engineer, United States Air Force, 07/2011 - 03/2013

- Designed, implemented, and maintained various application components and APIs within a .Net application. Application built using MVVM and WPF.
- Responsible for the holistic data layer of the application, including data persistence and retrieval. Entity Framework and MSSQL.
- Updated and maintained the charting and reporting capabilities within the application using Infragistics and WPF visualization and reporting controls.

Software Engineer, RiskMetrics Group, 05/2007 - 07/2011

- Implemented business requirements to add new features to a large-scale, distributed Java Struts web application.
- Worked as part of a team responsible for building an updated data storage service within the larger SOA platform architecture. Used Lucene for data indexing and Cassandra/Oracle for persistence.
- Designed and implemented various dev-ops tools to interact with a large, distributed SOA platform. (Java, Python)
- Upgraded and maintained in-house, python build and deployment systems

Software Engineer in Test (Intern), 05/2005 - 05/2007

- Designed and executed manual and automated test plans for a distributed web application
- Maintained an extensive automated regression testing framework built using Perl and SilkTest

Education

Master of Science in Computer Science, 05/2010
University of Oklahoma, Norman, OK
4.0 GPA

Bachelor of Science in Computer Science, 05/2007
University of Oklahoma, Norman, OK
3.98 GPA

Publications

M. Martin, N. Grounds, J. K. Antonio, K. Crawford, and J. Madden. **Banker's Deadlock Avoidance Algorithm for Distributed Service-Oriented Architectures**. Proceedings of the International Conference on Parallel and Distributed Processing Techniques and Applications (PDPTA '10), July 2010.

H. K. Shrestha, N. Grounds, J. Madden, M. Martin, J. K. Antonio, J. Sachs, J. Zuech, and C. Sanchez. **Scheduling workflows on a cluster of memory managed multicore machines**. Proceedings of the International Conference on Parallel and Distributed Processing Techniques and Applications (PDPTA '09), July 2009.

John Matthew Martin. **Deadlock Avoidance in Distributed Service Oriented Architectures**. Master's thesis, University of Oklahoma, Norman, Oklahoma, May 2010.