MATTHEW J. MORTEN

📍 Manchester, NH (Remote)

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Principal Engineer & Team Lead

PROFILE HIGHLIGHTS

15 years of Software Engineering experience, building scalable distributed applications with Java, Clojure, and Golang on Cloud infrastructure. Specialized in IoT (Internet of Things), Cellular Networks, Distributed Computing, and Fintech. Strong emphasis on scalability and reliability. Delivered APIs and message pipelines scaling to millions of transactions per hour across availability zones. Leader of engineers across the full stack, including embedded and frontend. Strong backend software development skills. Able to understand product and business requirements and turn them into working software. Confident communicator and collaborator across teams and disciplines.

CORE SKILLS

- Java, Clojure, Golang, JavaScript
- RabbitMQ, Kafka, MongoDB, RDBMS, Redis, ELK-stack
- Microservices, OpenAPI, Docker
- AWS, Azure, Continuous Integration & Testing
- Scalability and Reliability, Sharding / Load Balancing, High Throughput, Low Latency

EMPLOYMENT & EDUCATION

Sierra Wireless and Flowthings, Octave Project   2014 - 2022
Principal Engineer

- Responsible for architecture, team leadership, product design, and coding.
- Lead the invention and build of the world's first end-to-end cellular IoT platform.
- Flowthings technology, patents, and engineering team acquired by Sierra Wireless in 2017.
- Flagship Sierra Wireless product offering, projected for $millions revenue in 2022.

BNY Mellon / First Derivatives   2013 - 2014
Senior Consultant

- Consultant and Lead Java Developer of a team of 8 people.
- Reworked existing Market Risk pipeline, avoiding $millions in potential regulatory fines.

Credit Suisse   2011 - 2013
Lead Developer

- Lead Java Developer for team of 13 people across 3 time zones.
- Developed global low-latency Credit Risk platform for trading desks using grid computing.
- Technology gave Credit Suisse valuable trading edge (speed) over competitors.

Virtue Fusion / Playtech   2009 - 2011
Developer

- Java Enterprise developer, writing online multiplayer games.
- Experience on a large team, working with Enterprise technologies (JMS, JavaEE5, Oracle).

British Telecom   2007 - 2009
Junior Developer / Graduate Program

- Graduate Training Program – Software Engineering, Consulting, Leadership skills.

University of Warwick, UK   2003 - 2006
Bachelor of Computer Science with Honors