# Matt Wells

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## SUMMARY

A team-oriented, product-minded, full-stack developer who has an eye for web design, is highly skilled in frontend development, and has strong backend development experience. Looking for a full-stack/frontend engineer role that involves ReactJS or SolidJS development with a close relationship with the UI/UX team.

## EDUCATION

University of North Carolina at Charlotte, Charlotte NC

- Master of Science in Computer Science                     January 2019 - December 2022
- Bachelor of Science in Computer Science                       August 2016 - May 2020

## WORK EXPERIENCE

### Senior Software Engineer                                          July 2023 - Present

Raptor Maps, Remote

- Planned, lead, and implemented numerous features for customer-facing and internal products.
  - Developed a feature for an internal product during a hackathon that improved our users' efficiency by 60%.
  - Planned and implemented end-to-end the ability to automatically take snapshots of the Map view so customers could take physical copies out into the field.
  - Improved peformance of our main Map product by adding caching, preventing duplicate API calls, and efficiently sharing data across the view.
  - Built a new, responsive Dashboard experience with custom charts to give users a high-level view of the performance of their solar farms.
  - Planned and implemented end-to-end an updated, streamlined experience for communicating order status to customers.
- Co-maintained the internal component library, Raptor UI.
- Mentored a summer intern.
- Led group viewing sessions of Kent C. Dodds' Epic React course.

### Senior Developer                                          October 2021 - July 2023

Levvel, Charlotte NC → Endava, Charlotte NC

- Co-led the frontend architecture and development of a greenfield product for a startup company (Foro.io).
  - Co-led planning for new features for the frontend development team.
  - Provided insight into the design of the backend architecture by developing entity-relationship diagrams and brainstorming solutions for new features.
  - Designed and implemented a GraphQL service layer API for communicating with a micro-service backend (Iris Talk Presentation).

- Designed and implemented a set of form components with validation to reduce development effort and ensure consistency throughout the UI ([Formidable](#)).
- Planned, coordinated, and lead a bench project for searching and inventoring developer skills within the company.
- Designed, organized, led, and presented the development of a developer efforting tool as part of the Innovation Project competition ([DevsPlayingPoker](#)).
- Presented a technical introduction to the WebSockets JavaScript API ([Recording](#)).
- Presented on the ["Innovation Mindset"](#) to the 2022 early-talent cohort.

## Software Engineer                                          June 2020 - October 2021

SentryOne, Charlotte NC → SolarWinds, Charlotte NC

- Effectively participated in various scrum agile efforts including daily standups, sprint planning, product demos and retrospectives on a biweekly basis.
- Consistently improved software quality through unit, integration, and end-to-end testing.
- Collaborated with Product Managers and UI/UX to improve product usability.
- Successfully implemented an automated system to build a test database in Docker to be used for integration testing.
- Successfully developed a highly dynamic interface for creating custom data charts.
- Successfully developed a security model under a rigorous timeline including leading UI development.
- Developed and presented a demo application to peers showing how to implement Emotion JS in React.
- Technologies used: React JS, Apollo for GraphQL, Jest, C#, .NET, SQL Server, Azure Dev Ops.

# PERSONAL PROJECTS

## CATCh Website

The official website for the Comedy Arts Theater of Charlotte.

- Astro, NodeJS, TailwindCSS
- [https://catch.theater](https://catch.theater)

## Love Pebble

A web-based version of the board game Love Letter.

- ReactJS (Typescript), Deno, Chakra UI
- [https://lovepebble.mattwells.dev](https://lovepebble.mattwells.dev)

## Devs Playing Poker

A tool for developers and scrum managers to effort work items as quickly as possible.

- SolidJS (Typescript), Sass, UnoCSS, Deno
- [https://devsplayingpoker.com](https://devsplayingpoker.com)