

Matthew Brady O'Leary

FULL-STACK SOFTWARE DEVELOPER

Columbia, SC

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Skills

- Frontend** React, Redux, Vue, Svelte, Polymer, JavaScript, SCSS, CSS, HTML
- Backend** REST API, WebSockets, AWS Serverless Lambdas, Express JS, GraphQL
- Databases** MySQL, CouchDB, Postgres
- Languages** Python, NodeJS, C / C++, Bash, Java, LaTeX
- Misc.** Git, Ansible, Linux System Administration, Docker, Docker-compose

Certifications

Amazon Web Services (AWS) Certified Cloud Practitioner (Feb 24, 2020), Associate Certified Developer (Oct 20, 2020)

Selected Experience

Krumware, LLC.

Columbia, SC

FULL STACK SOFTWARE DEVELOPER

Jan. 2019 - Feb. 2022

- Used React, Vue, and web components built with Direflow to update a legacy codebase with new features using a Microservice architecture
- Worked with other colleagues to make architecture decisions and development timelines
- Performed Search Engine Optimization on a client's public-facing website
- Opened Issues, Pull Requests, and Reviewed other colleagues' code for various client projects on Github
- Using the Serverless framework, implemented REST APIs for client applications and documented using Postman
- Administered an AWS AuroraDB (MySQL-compatible) database; managed tables and schemas on dev and production environments, and managed user account access
- Implemented OpenAPI / Swagger documentation generation from JSDoc in an internal project

MOX Project

Aiken, SC

SOFTWARE ENGINEERING INTERN

May - Aug. 2017, 2018

- Used an interpreted C-like language for a SCADA Frontend to visualize and control mechanical manufacturing processes
- Contributed code to a custom Panel UI conversion application, which parsed source files of a legacy software to build source files for WinCC OA
- Wrote several demonstration programs to learn WinCC's CONTROL Language
- Implemented performance optimizations in an internal testing tool

Selected Projects

JSGameEngine

JavaScript, NodeJS, Svelte

HTTPS://GITHUB.COM/MBOLEARY/JSGAMEENGINE

Apr. 2020 - Present

- Improved skills for various Web APIs, including the Gamepad API, Audio APIs and the Canvas API
- Implemented a Websocket-based multiplayer module that syncs GameObjects across clients in real-time
- Built a Debug UI using the Svelte framework

Education

University of South Carolina

Columbia, SC

B.S. IN COMPUTER SCIENCE. CUM LAUDE. LEADERSHIP DISTINCTION. OVERALL GPA: 3.531

Aug. 2015 - May 2019

- Dean's List: Fall 2015, Spring 2018, Fall 2018
- President's List: Spring 2019
- Vice President, Webmaster of the ACM Student Chapter
- Won 3rd place at ColaHacks, a university-sponsored hackathon in 2018
- Played the Clarinet in the Carolina Band for 4 years, received the 4 Year member award