



A Software Engineer whose passion lies in creating **quality code** written **for humans**, unlocking **developer productivity**, and creating a delightful **user experience**.

## Matthew Scholta

A Software Engineer

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## Technology

Agile, Apollo, AWS, Babel, CSS, Docker, ElasticSearch, Express, Figma, Google Analytics, Google Cloud, Google Tag Manager, GraphQL, HTML, Javascript, JWT, Lerna, NextJS, Node.js, NoSQL, PostCSS, Postgres, React, RecoilJS, Remix, TailwindCSS, TypeScript, Webpack

## Misc Skills

3D Modeling/Rendering, Graphic Design, Video, everything Adobe, Wood & Metal working. Lifetime student.

## Education

San Francisco State University  
Industrial Design (**incomplete**)

## Professional Experience

### Haldi | Principal Engineer | 04/2021 - Present

One year in we've jump-started the organization's code! Taking a "loosely typed and strongly coupled" system and successfully flipping it. The entire stack is now containerized and makes use of Firebase Emulators for an incredible development workflow.

- 0% - 80% Containerized stack and development workflow
- Introduced GraphQL and strongly types across services
- Delivered a full rebuild & rebrand of the Python + Django website to NextJS
- Survey Framework, CSS Style Guide, Monorepo, Unit/E2E Testing, and more

### ThredUp | Staff Engineer | 02/2016 - 04/2021

Successfully pitched, prototyped, and delivered several high-impact projects within the organization. Assisting in hiring, managing, and mentoring engineers at various levels, distributed across the globe.

- Content Management System; Pitched, prototyped, and delivered
- Progressive Web App (PWA); Pitched, prototyped, and delivered
- Lerna Monorepo; Pitched, prototyped, and delivered
- CSS Overhaul; Pitched, prototyped, and delivered
- Apollo Migration, Redux Migration, Checkout Overhaul, and many more...

### Beyond | Technical Team Lead | 11/2011 - 04/2015

Agency life in San Francisco affords the opportunity to work with a variety of "high profile" clients to create and deliver high-impact projects. As Team Lead, my responsibilities included: pitch work, application architecture, technical documentation, code reviews, and mentoring.

- Google TrainUP; Pitched, architected, developed, and delivered
- Google Databoard; Conceptualized, architected, developed, and delivered
- Facebook Disaster Relief; Prototyped with BackboneJS and Facebook API's
- Apple iAds; Development of HTML micro sites internally for Apple
- Apple iAds; Pitched an abstraction to minimize production time/cost, which was adopted internally

- Visit [LinkedIn](#) for additional professional experience.