MATTHEW BALLOU

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FULL STACK SOFTWARE ENGINEER

I am a results-driven, project-focused software engineer seeking a role where I'll deconstruct complex problems and develop streamlined solutions with clean, well-written code. My work at Meta (formerly Facebook) has placed me in close contact with engineering managers and directors and allowed me to internalize exactly what tenured technical leaders value most in engineering hires.

SKILLS

LANGUAGES & FRAMEWORKS: JavaScript, Python, HTML, CSS
FRAMEWORKS: React, Node, Express, Bulma, Skeleton, Django
DATA & CLOUD: MongoDB, PostgreSQL, AWS SW, Google Cloud Functions, Google OAuth
TOOLS: Postman, Github, Figma, Excalidraw, LucidChart, Trello, Asana

PROJECTS

"PLAYLIST.ME" - Music Discovery Tool & Spotify Playlist Builder   Code   Demo
SOLO DEVELOPER   Apr. 2023 - May 2023
- Built a single page application in React that allows users to select up to five songs as seed tracks, and receive recommendations from the Spotify API specific to the songs they selected
- Interface with Spotify's API at the search, getItem, and getRecommendations endpoints to submit queries and retrieve song information
- Utilized the Skeleton CSS framework as a starting point for a responsive, mobile-first design, adding in custom styling with vanilla CSS
- Utilized Google Cloud Functions as an ultra-light backend solution for retrieval of the app's necessary authorization token, while keeping API secrets out of the client-side code

"DESTINY CHARACTER VIEWER" - Destiny 2 Companion App   Code   Demo
FRONTEND LEAD & FULL STACK PYTHON DEVELOPER   Apr. 2023
- Incorporate the Bulma CSS framework into a Django web app to achieve modern custom styling
- Developed wireframes and led technical development of Django HTML templates for all app pages
- Researched Bungie API endpoints and documented results of test queries in planning phase of app development to prepare for building API data requests
- Designed and documented the shape of the data models to be used in our PostgreSQL database

"SOMEONE'S PC" - Planning Tool & Video Game Helper App   Code   Demo
PROJECT MANAGER & LEAD BACKEND DEVELOPER   Mar. 2023 - Apr. 2023
- Conceptualized application to be used as a planning tool for competitive Pokemon e-sports players
- Planned and documented overall app architecture and core MVP features
- Acted as team lead and program manager with two other engineers collaborating to complete the project in a sprint, using Trello to delegate tasks centered around implementing specific user stories
- Built the application backend in Express, setting up routing and Google OAuth authentication

- Interfaced with the Pokemon API using Axios, coding controller functions to extract and reshape specific data from within the API response.
- Constructed data models with Mongoose to store and retrieve structured data using MongoDB

BLACKJACK BROWSER GAME   [Code](#)   [Demo](#)
SOLO DEVELOPER   Feb. 2023
- Built a blackjack game that runs in the web browser using a combination of HTML, JavaScript, and custom CSS
- Implemented the Fisher-Yates shuffling algorithm to ensure a randomly shuffled deck of cards each time playing
- Coded in various Blackjack win conditions requiring different complex logic, including natural 21, hand value comparison, and total card count.

EXPERIENCE

META PLATFORMS, INC
TECHNICAL SOURCER, Remote   Mar. 2022 - Jan. 2023
- Sourced cloud infrastructure Technical Program Managers with 12+ years industry experience
- Screened and assessed candidates to determine their alignment to necessary skills, qualifications & competencies
- Developed partnerships with 8 senior hiring managers to understand their individualized needs
- Exceeded weekly & long term metric goals consistently throughout my tenure, contacting predominantly passive candidates to engage them in our process, focusing on top-quality candidate experience

META PLATFORMS, INC
RECRUITING COORDINATOR, Remote   Jan. 2020 - Mar. 2022
- Scheduled over 12,000 interviews for software engineering candidates across North America
  - Awarded - Highest Volume Coordinator (company-wide), H1 2021
- Managed 3-5 large scale, cross functional recruiting projects every 6 month reporting period
- Conducted 70+ screening interviews for coordinator roles as a key participant in hiring drives
- Implemented a mock interview program for software engineering generalist roles, targeted at professionals with requisite years of experience, but no background in big tech

GEORGE WASHINGTON UNIVERSITY
EMPLOYER RELATIONS COORDINATOR, Washington, D.C.   Jul. 2018 - Jan. 2020
- Acted as primary point of contact between GWU and recruiting organizations seeking early-career talent
- Provided end to end scheduling and logistics for employer engagement events on campus
- Recruited public and private sector organizations to attend GWU's six specialized career fairs

VIRGINIA STATE UNIVERSITY
CAREER COACH & PROGRAM COORDINATOR, Petersburg, VA   Apr. 2017 - Jul. 2018
- Supported the early-career development of university students and recent graduates seeking to engage with partnered university recruiters
- Recruited, selected, and engaged with an exclusive group of participating employers to host four university-wide career expos per year, each with over 1,000 students in attendance

EDUCATION

Software Engineering Immersive, General Assembly, Feb. 2023 - Apr. 2023
B.A. in Theatre, Virginia Commonwealth University, Aug. 2012 - May 2016