Mark Matyas

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Software Engineer

Software engineer with a focus on frontend web development. Technical lead for multiple applications for the Open Source engineering team at Qualcomm. B.S. in Computer Science.

Experience

Qualcomm Software Content Compliance, Qualcomm Technologies Inc.

Engineer, Senior Staff/Manager • Nov, 2016 — Present
Engineer, Staff/Manager • May, 2016 — Nov, 2016

Technical lead for multiple applications used internally to facilitate open source usage, compliance, and contribution.

- Currently leading an effort to build a system of record for 3rd party software. This allows engineers to declare usage of 3rd party software which can later be validated by a code scan. In addition to minimizing impact to engineering and legal in collecting 3rd party software metadata, this system will also facilitate generation of artifacts such as Notice files. *Node, React, Redux, Material Design, Django, DRF*
- Contributor to ClearlyDefined, an OSI Incubator Project that seeks to make it easier to identify & contribute missing information (e.g. licenses, copyright holders) to open source projects. The goal is to have more clarity around licenses and security vulnerabilities to increase user engagement. *Node, React, Redux*

Office of the Chief Scientist, Qualcomm Technologies Inc.

Engineer, Staff • Nov, 2012 — May, 2016
Engineer, Senior • Nov, 2011 — Oct, 2012

Technical lead for multiple applications used internally to facilitate open source usage, compliance, and contribution.

- Led a project to refresh the UI for Qualcomm's code scanner used for open source compliance. Partnered with the UX team to conduct usability studies, generated and reviewed wireframes with users, coordinated with project management to build out roadmaps, engineered the frontend architecture. *Node, vdom/mercury.js*
- Improved user efficiency and data discoverability for open source scan results by building an application that enabled searching, data aggregation, and visualization of scan reports. *Django, Backbone.js, Solr*

Web Collaboration Services, Qualcomm Inc.

Engineer, Senior • Nov, 2009 — Oct, 2011
Engineer • Feb, 2008 — Oct, 2009

Software engineer for multiple, high-usage web applications used internally throughout the company.

- Spearheaded a project to revamp the frontend of Qualcomm's most used internal app: the employee directory. After working with the UX group to redesign the UI, implemented the wireframes using frontend best practices and modern technologies, e.g. HTML5/CSS3. *jQuery, Java*
- Replaced an outdated interface for Qualcomm's intranet search engine with a modern UI that combined several data sources. This included Qualcomm Maps, which utilized the Google Maps API to display company buildings worldwide. *Javascript, PHP*
- Built a high-availability, high-throughput JSON web service (~10m hits/day) that provided employee's online presence information using Microsoft's Unified Communications API. *C# .NET.*

Pepperdine University

Application Developer • Nov, 2006 — Jan, 2008

Lead developer for Pepperdine's Web Portal, the starting point where all undergrad students, grad students, staff, faculty, and alumni go to interact with coursework, grades, HR, employment info, etc.

Graduate School of Education & Psychology, Pepperdine University

Web Developer/Manager • Apr, 2006 — Oct, 2006

Managed and developed all aspects of the external and internal web sites and applications used by students, staff, faculty, and prospective students.

University Library, UC Santa Cruz

Programmer/Analyst II • Dec, 2004 — Apr, 2006

Primary web developer for external and internal web sites and applications used by students, staff, faculty, and the public.

Education

University of California, Santa Cruz

B.S., Computer Science • 2001 — 2005

Recent Projects

FinderJS • markmatyas.dev/finderjs

FinderJS is a small UI component that allows you to browse tree-like data in columns, similar to the file manager in OS X. It supports both static and asynchronous data sources and is easy to customize.

ClearlyDefined

An OSI Incubator Project that seeks to make it easier to identify & contribute missing information (e.g. licenses, copyright holders) to open source projects. The goal is to have more clarity around licenses and security vulnerabilities to increase user engagement.

(Recent) Skills

Languages

JavaScript, HTML, CSS, Python

Tools

Node, React, Redux, Mercury.js (unidirectional FRP-style JS library built on top of virtual-dom), Django, JSON-API, Git, Github Enterprise

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