Matt Hayes

http://mysterycommand.com
matt@mysterycommand.com
(612) 501-5383
San Francisco, CA

Work Experience

Tumblr
Software Engineer

The first thing I did at Tumblr was work with their Core Web team to bring unit tests to thier JavaScript build tools. I also worked with the Notes and Activity team to revamp and reintroduce the replies feature while laying the groundwork for future iteration. Additionally, I've been working on a Tumblr Labs team exploring how we might modernize the web client.

Jul. 2015 - Present

Technologies: HTML5, CSS3, JavaScript, NodeJS, Backbone, jQuery, Lodash, Gulp, Webpack, Sass

Yahoo!
Software Engineer

At Yahoo I worked on a migration effort to modernize the UI components used across Yahoo's key web properties. I built a tool for the CI/CD pipeline to continuously monitor runtime performance (a.k.a. jank). After joining the Branded Magazines team, I worked on integrating Yahoo's new component stack and network infrastructure with Tumblr's blogging platform.

Mar. 2014 - Jun. 2015

Technologies: HTML5, CSS3, JavaScript, SVG, NodeJS, ReactJS, Flux

Freelance/Self-employed
Web Engineer

My freelance work focused on client-side application architectures, user interface development, and data visualization. I lead small teams to build engaging and informative experiences using the latest technologies. I transform complex business needs into user scenarios, and those into custom web applications. Please see below for specific project details.

Jun. 2009 - Feb. 2014

Technologies: HTML5, CSS3, JavaScript, SVG, Flash, Flex, ActionScript 3

Sierra Bravo (now The Nerdery)
Programmer/Analyst

At Sierra Bravo (now The Nerdery) I worked with their amazing team of developers on a wide range of projects. Highlights include programmatically animated UI for: a CMS and social media–integrated Flash widget, an XML-configurable banner ad with cue-point–enabled video player, and a Rock Band-style trade show booth game using Adobe AIR.

Mar. 2009 - May 2009

Technologies: (X)HTML, CSS, JavaScript, Flash, Flex, ActionScript 3

Freelance/Self-employed
Web Engineer

Freelancing, I work both directly with my own clients, and also augmenting agency capabilities. During this time, I worked with a designer to hand-code an XHTML, CSS, and JavaScript–based informational website for an environmental consultancy, and with a Minneapolis-based marketing agency to complete two projects for end-client FedEx.

Nov. 2008 - Feb. 2009

Technologies: (X)HTML, CSS, JavaScript, Flash, Flex, ActionScript 2 & 3

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Recent Projects

Notes & Activity
Tumblr

Brought unit tests to Tumblr's JavaScript infrastructure. Worked with a small team to bring replies back. Delivered improved to design, user interface and functionality. Dramatically increased notes engagement across web and mobile. Shipped updated note moderation interface the following quarter. Currently working on ad tech for Tumblr's premium partners.

Jul. 2015 - Present

Technologies: HTML5/CSS3/ES6, Node, Backbone, jQuery, Lodash, Gulp, Webpack, Mocha, Chai, Sass

Common Components & Branded Magazines
Yahoo!

Worked to port JS and CSS components for Yahoo's web properties from YUI to React and Flux. Built a "jank" monitoring tool and integrated it into the larger CI/CD pipeline. Joined the branded magazines team to create an isomorphic web app to leverage Tumblr's content creation and distribution platform alongside Yahoo's edge-caching and traffic infrastructure.

Mar. 2014 - Jun. 2015

Technologies: HTML5/CSS3/ES6, Node, React, Fluxible, Selenium, NodeJS, Grunt, Browserify

Dunami
The Nerdery, Pathar

Built an interface to Pathar's proprietary network analysis algorithm and APIs. Created highly optimized data visualizations with potential applications for terrorist threat assessment, commercial market research, and real-time political campaign analytics. Improved performance of several key interactions in complex data views by a factor of 10.

Dec. 2012 - Feb. 2014

Technologies: AngularJS, HTML5, Backbone, RequireJS, jQuery, jQuery UI, D3.js, SVG

Hello!Lucky Flex App
The Nerdery, Hello!Lucky

Developed several customer-facing applications for Hello!Lucky. Implemented a complete visual redesign. Reimplemented or improved existing functionality, and laid the groundwork for future development using Flex 4's Spark components library and the Robotlegs framework — all while ensuring minimal impact on Hello!Lucky's CMS and e-commerce solutions.

May 2012 - Nov. 2012

Technologies: ActionScript 3, Flex 4, Robotlegs, Adobe Scene7, Magento

The Capitol Tour
The Hunger Games, Microsoft & Lionsgate

Crafted interactive vignettes for a cross-promotional site built to showcase the upcoming movie and the latest capabilities of HTML5's audio, video and canvas APIs available in IE11. Added viewport and camera abstractions to a custom JS rendering library. Created a sprite-based faux-3D interactive map, and computationally generated cloud, crowd, and lighting effects.

Mar. 2012 - Apr. 2012

Technologies: HTML5, Canvas, Base.js, LayerJS

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Education

Minneapolis College of Art + Design
Bachelor of Science: Visualization

Fall 2003 - Spring 2007
Career GPA: 3.778

Graduated With Honors, Spring 2007
Florence Honors Program, Spring 2007
Merit Scholar, Fall 2006

References

Mark Percival
Cofounder
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Mark Fox
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Skills

Languages			Software		
JavaScript	10 YEARS	★★★★★	Adobe CS & CC	13 YEARS	★★★★★
HTML	10 YEARS	★★★★★	Sublime Text	6 YEARS	★★★★★
CSS	10 YEARS	★★★★★	Mac OS X	13 YEARS	★★★★★
NodeJS	6 YEARS	★★★★★	Terminal	5 YEARS	★★★★★
Bash	6 YEARS	★★★★★			
Git	6 YEARS	★★★★★	Hobbies		
PHP	5 YEARS	★★★★★	Drawing	> 29 YEARS	★★★★★
MySQL	5 YEAR	★★★★★	Painting	> 23 YEARS	★★★★★
PostgreSQL	< 1 YEAR	★★★★★	Philosophy	?? YEARS	★★★★★
Swift	< 1 YEAR	★★★★★	Jogging	15 YEARS	★★★★★