

## Summary

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Innovative full-stack developer that has a passion for creative projects and solving complex business needs. Focused on clean, efficient and maintainable software architecture with up-to-date security infrastructure. Expert-level knowledge of Node.js and ExpressJS, Next.js and React, and Shopify and Zoho APIs. Extensive experience developing custom Shopify integrations that have increased business efficiency, decreased human error and led to higher revenue.

## Technical Skills

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<b>Languages</b>	Typescript, Javascript, C#, Java, Apex, Objective-C, C++, C
<b>Back-end</b>	Node.js, ExpressJS, Socket.io, Serverless (GCF, AWS Lambda, Next.js), Vercel, Heroku
<b>Front-end</b>	React, Next.js, Material UI, Chakra UI, Tailwind CSS, Bootstrap
<b>Databases</b>	Postgres, MongoDB, Mongoose (ORM), SQL, SOQL
<b>Testing/CI</b>	JUnit, Apex tests, Jest, Jenkins
<b>Software</b>	VS Code, Unity, Visual Studio, Xcode, Adobe, Trello, Docker
<b>Integrations</b>	Firebase, Shopify, Zoho Books and Inventory, Salesforce, Slack, Open AI
<b>Systems</b>	MacOS, Linux, Windows, Cloud infrastructure

## Experience

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### Lead software developer and IT manager

**2017 – Present**

*Ecstasy Crafts Inc. - Shannonville, Ontario*

*Developed scalable software solutions to solve business problems. Managed a small team of two developers. Reported to the CEO on project updates and deliverables.*

- Fully responsible for the full IT infrastructure, operations and security of internal systems and custom software.
- Real-time inventory and order synchronization system built using Node.js and MongoDB.
  - Integrated with Zoho Inventory, 4+ Shopify stores, Amazon, Walmart and other third-party storefronts.
  - Used webhooks and AgendaJS to ensure timely and accurate synchronization, while Mongoose and Typescript ensured the code was robust and maintainable.
- In-house order fulfillment and warehouse management system.
  - Integrated the system with Shopify to import orders from multiple online stores.
  - Implemented a batch processing feature to optimize pick-paths for similar orders.
  - Increased warehouse efficiency, enabling the team to fulfill over 500 orders per day with a small team.
- Client portal for B2B customers
  - Customers can login to their “dashboard” to view previous order history and gain insight on any items that are currently on backorder.
  - Offers customers the ability to get status updates without contacting support.
- Public Shopify Embedded app
  - Took a custom business tool developed in-house and created an embedded app for the Shopify App store allowing users to import orders to their Shopify store simply from a .csv file.

## Backend Salesforce app developer

2014 – 2017

*Stantive Inc. - Kingston, Ontario*

*Backend developer for the OrchestraCMS app running natively on the Salesforce platform.*

- Worked with a large team of developers using the agile software development cycle.
- Created well-structured APIs for partners and customers, used to interface with content-management functionality.

## Software developer (Internship)

Aug - Dec 2013

*IML Lab - TU Dresden - Dresden, Germany*

*Created an application written in C++ to record user interaction on a large touch wall display. Gained experience with networking, TUIO and OSC messages.*

## Education

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### M.Sc. of Computing

2014

*Queen's University - Kingston, Ontario*

*Researched human-computer interaction techniques when using a large tabletop display which led to a thesis and paper published in CHI 2015.*

- Advanced game design, software reliability and security, computer graphics (OpenGL), and engineering human computer interaction.
- Designed and developed an interactive tabletop application for military collaboration and terrain visualization called TerraGuide (C# and Unity).
- Courses included software security and reliability

### B.Sc. (Honours) Computer Science

2012

*Queen's University - Kingston, Ontario*

*Biomedical computing graduate. Courses included algorithms, programming paradigms, linear algebra and life sciences.*

## Professional Development and Relevant Projects

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- [The Preferred Lie](#) - a golf-course ranking and exploration web app, focused on Canadian golf.
- Shopify App - [Order's Up!](#)
- [Doodle Diffusion](#) - A daily doodle that uses GPT3 to create prompts to draw and Stable Diffusion to render them into pictures.
- [Shopify App Next](#) - CLI Template for creating a shopify app with Next.js and Typescript
- Co-founded [Apple Falls Cider Co.](#) in Prince Edward County in 2016.
- Certified Salesforce Platform Developer I (2017 - present).
- Presented at ITS 2013 at the University of St. Andrew's, Scotland.
- Won the Viewer's Choice Award with iViro iOS app at IBM SmartCamp 2011.

## Publications

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Oskamp, Matthew, et al. "TerraGuide: Design and Evaluation of a Multi-Surface Environment for Terrain Visibility Analysis." Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing Systems. ACM, 2015.

Christophe Bortolaso, T.C. Nicholas Graham, Matthew Oskamp, Stacey D. Scott, Doug Brown, and Liam Porter, Design of a Multi-Touch Tabletop for Simulation-Based Training. International Command and Control Research and Technology Symposium (ICCRTS), (2014).

Christophe Bortolaso, Matthew Oskamp, T.C. Nicholas Graham, and Doug Brown. OrMiS: A Tabletop Interface for Simulation-Based Training. Proceedings of the 2013 ACM international conference on Interactive tabletops and surfaces – ITS '13, ACM Press, pp 145–154, 2013.

Christophe Bortolaso, Matthew Oskamp, Nicholas Graham, Carl Gutwin, Greg Phillips. 2013. The Effects of View-Control on Collaboration and Awareness in Tabletop Map-Based Tasks. Proceedings Paper: ACM Conference on Human Factors in Computing Systems. 10pp. ACM Press.

***References available upon request***