

MATTHEW WADE

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EDUCATION

Saint Louis University

2007–11

- B.A. *magna cum laude*, Mathematics.
- Minors in Computer Science and Philosophy.
- Recipient of 2011 Garneau Math Award.

WORK EXPERIENCE

Sprout Social

2021–Present

Senior Software Engineer, Web

- Worked on consumer facing web applications, primarily React.
- Provided leadership in debugging, refactoring, and architecting features.

Designory

2017–2021

Lead Frontend Engineer

- Member of leadership team. Responsible for mentoring junior developers, reviewing code, and interviewing new candidates.
- Led development of several public-facing websites with a focus on Design Systems by leveraging React + Gatsby, Vue, and/or Handlebars for frontend frameworks.
- Architected and built many internal build tools, including our standard static-site boilerplate, screenshot automation, and various migration scripts.
- Generally programmed on a NodeJS stack, while interfacing with AWS, Heroku, Sharepoint, SiteCore, Wordpress, and/or Drupal.

WORK EXPERIENCE (CONT.)

RAM Racing

2015–17

Frontend Developer

- Redesigned and developed main administrative interface of registration platform, with a focus on implementing responsive design elements.
- Led efforts to standardize JavaScript and comply with best practices.

FleishmanHillard

2011–15

*(MIS department became **Consolidated Data Services** (CDS) in 2014)*

Lead Technical Specialist

- Managed the daily operations of the Help Desk to ensure a consistent and high level of customer service was delivered from the team.
- Mentored and managed interns, two of which were hired to full-time positions.
- Designed and created several web pages with a focus on ease of use and automation.
- Programmed numerous utilities and automated tasks for IT staff, providing solutions which greatly improved efficiency.

OPEN SOURCE PROJECTS

- **YaModal** (www.npmjs.com/package/@designory/yamodal):
YaModal is an unopinionated modal library written in vanilla javascript.
 - Tooling: *Mocha, JSDOM, Rollup & Babel.*
- **diff-dev-prod (ddp)** (www.npmjs.com/package/@designory/diff-dev-prod):
A CLI tool to view useful differences between source code and deployed code.
 - Tooling: *oclif, Rollup & Babel.*
- **hover-image** (www.npmjs.com/package/@designory/hover-image):
A generic library to swap out an image on hover.
 - Tooling: *VanillaJS, Rollup & Babel.*
- **build-diff** (www.npmjs.com/package/@designory/build-diff):
A CLI tool to copy out differences between two folders.
 - Tooling: *Mocha, CircleCI.*

TECHNICAL EXPERIENCE

– Client Side / Front End:

- *HTML, (S)CSS, JavaScript, TypeScript, Flow, React, Vue, Handlebars, Redux, Bootstrap, Foundation, GSAP.*

– Front End Tooling:

- *NPM & Yarn, Babel, Webpack, Gulp, Browserify, PostCSS, Gatsby, Storybook, Jest & Mocha, Puppeteer, Cypress.*

– Server Side / Back End:

- *NodeJS, Express, Keystone, MongoDB (via Mongoose), PHP, SQLite, MariaDB.*

– Other:

- *Bash (GNU Coreutils), Git, GitLab CI, Jenkins, Docker, CakePHP, C# / .NET, Sharepoint, Salesforce, Heroku, AWS (S3), SQL, Adobe Creative Suite (Illustrator, Photoshop, InDesign).*

OTHER WORK EXPERIENCE

Saint Louis University

2008

Mathematics Tutor

- Provided students with instructional assistance in multiple math disciplines, including Algebra, Geometry, Trigonometry, Statistics, and Calculus.
- Explained concepts and ideas effectively with visible test and class grade improvements.

Freelance Web and Game Developer

2007–?

Scripting and Creative Lead

- Created a variety of websites for paid jobs as well as volunteer work which required the use of PHP, HTML, Flash, jQuery, and MySQL.
- Organized and maintained a schedule that was tailored to each individual client.
- Designed and produced original games sold to online gaming websites.