matt jenkins

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experience

Technology Lead | Tombras   06/22 - Present

- Responsibilities include leading a team of frontend engineers, working with strategists and project managers to draft project and feature scopes, and prototyping internal tooling to improve workflows
- Engineered a game for Casey's using Google speech-to-text AI to analyze uploaded videos for repetition of "pizza" to reward users with coupons and used ffmpeg to create social media videos from user content
- Implemented React + Node application to create an AI image generation tool using DALL-E allowing users to upload images of pets and insert them into themes
- Rebuilt Tombras.com by refactoring from a decade old WordPress site to a NextJS + Tailwind statically generated site using Contentful which resulted in quicker load times and increased page performance
- Launched 10+ web experiences to production, including the Webby winning Situationships Shopify site

Senior Software Engineer | Tombras   08/19 - 06/22

- Lead development of large, enterprise projects from beginning to end, mentored junior team members, and helped to maintain DevOps processes and pipelines
- Overhauled a React + NodeJS appointment booking SPA for a veterinary chain, with a heavy focus on improving accessibility and user flow which resulted in easier appointment booking for users
- Engineered a WCAG-compliant frontend for Lodge Cast Iron's e-commerce site using Vue and Salesforce APIs which resulted in increased Black Friday and holiday sales
- Transitioned WFPUSA's WordPress site from ACF to Gutenberg + React components to give editors more flexibility in page building while increasing UI consistency across the site

Software Engineer | Tombras   08/16 - 08/19

- Implemented frontends and backends using Vue, Node, PHP, MySQL, WordPress, and Drupal for clients such as NHTSA.gov, OrangeTheory Fitness, and World Food Program USA
- Developed components for NHTSA.gov that included both API-driven Vue components utilizing Redux for state management, as well as interactive, animation heavy components using CMS content
- Created JavaScript-based mini-games for NHTSA's Last Call 360 VR experience using ES6, Redux, RxJS, and SASS
- Built Node and PHP backends for Alexa skills and Facebook chats, which integrated with MySQL databases, Google's DialogFlow, and client JSON APIs

Developer Intern | CNS Y-12 National Security Complex   Summer 2015

- Utilized Adobe LiveCycle to create paperless digital solutions with signature capabilities
- Built server-side processes using Java and extended client-side functionality via JavaScript
- Prototyped a process for revising documents by extracting data from completed PDFs and auto-filling new documents to create a simplified workflow

education

Maryville College '16

- B.A., Computer Science (Summa Cum Laude)
- Jerry L. Pietenpol Computer Science Award, most outstanding senior Computer Science major
- Russell N. and Frances Lane Edwards and Troy Bell Waggoner Award, most outstanding junior in the Mathematics & Computer Science division

tech & skills

languages: JavaScript, TypeScript, React / NextJS, Vue, CSS, Tailwind, PHP, Node, MySQL
cms: Contentful, WordPress, Drupal
design: Figma, Sketch, Adobe Suite, UI Accessibility (Pa11y, WAVE, Axe)
tools: Git, Jira, Confluence, Bitbucket, GTM, GA, ffmpeg