Matthew Moore
Software Developer

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https://www.mtthw.io/cv

Experienced Software Developer with a strong focus on creating robust & meaningful products. Comfortable with both frontend and backend development that integrate disparate systems, using various techniques: data storage & analysis, message passing between services, and user interfaces (CLI/Web). I have worked in various industries including healthcare, retail, QSR, and aerospace.

Go, Python, dotnet C#/F#, Typescript, Scala/Java, Flutter, Rust	K8s, GCP, AWS, GitHub, GitLab, Kong, CircleCI, Datadog, Grafana, Dynatrace	ArgoCD, Redis, OpenAPI, Android, iOS, Docker (OCI), SQL/NoSQL, OpenTelemetry

Experience

Oct 2022 → Apr 2024 / Navalia Inc, Software Development
- Sub-contract with QA3 Technologies (https://qa3.tech)
- Designed and developed a new kiosk monitoring application. Deployed to approximately two hundred stores nationwide to indicate kiosk status. This application is the precursor to new ordering kiosks based on current web technologies. Created pipelines for build, test, and deployment. Created & maintained dashboards for order statistics.
- Business Analysis on green field software platform. Used background in technology to craft manageable tasks for developers. Platform was used as part of overall upgrade of software practices in the company to stay current.
- Infrastructure developer on a new menu system. Implemented pipelines to deploy new menus using AWS as backend.
- Created test strategy to help with data parity for menu data

Nov 2021 → Jul 2022 / Capella Space, Tasking & Optimization
- Implemented quality metrics via more logging to measure model performance and promote better models into system. It addressed how long the solver takes to create a schedule and how many tasks can be included before upload to satellites.
- Implemented candidate model parallelization with production data used in the current model with no performance impact on production system
- Developed prototype tessellation algorithm to generate tiles that would feed into optimization model. Created as an alternative to custom tessellation scheme to save on overall image collection processing time.
- Troubleshooted constellation optimization algorithm. Due to on-call incidents, model parameters were modified to reduce system bottlenecks.

Mar 2020 → Nov 2021 / Planet Labs Inc, Software Development
- Developed APIs (internal) on custom workflow engine responsible for asynchronous order delivery. It addressed how some client orders were dominating system and not getting processed in meaningful time.
- Developed APIs for discovery of imagery in database as well as retrieval of imagery order properties.
- KubeFlow pipeline infrastructure to build models for rapid object detection
- Streamline Feeds Engine deployment pipeline

Feb 2016 → Mar 2020 / ThoughtWorks Inc, Software Development
- Reconciled data between current and legacy databases with different algorithms (row,aggregate) in ETL pipeline
- Upgraded Authentication & Authorization scheme to use more secure Cloud based solution
- Updated legacy order processor to use event sourced technique. Required concurrent operation with legacy system without disruption.
- Ran training sessions on test practices for microservice deployment to ensure integrity across system boundaries
- Hermetic testing with containers for prototyping new features
- Tested production deployments to ensure no regressions
- Performance Testing (Stress/Soak) to explore system bottlenecks & limitations

Education

2004 / University of Toronto - B.Sc. Mathematics
2016 / Coursera - Fundamentals of Quantitative Modelling
2017 / Coursera - Business & Financial Modelling (Specialization)
2018 / Coursera - Discrete Optimization