<Michael Matos/>

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Professional Summary

Lead Software Engineer with 11+ years of experience in scalable, secure web solutions. Known for strategic project leadership, optimizing developer workflows, and cross-functional collaboration. Skilled in large-scale codebase improvements, DevOps, and automation. Ready to drive impactful, innovative solutions and mentor teams in high-performance environments.

Professional Experience

Lead Software Engineer
Dow Jones, Wall Street Journal – Princeton, NJ
July 2021 – Present

- Spearheaded the migration of Newskit UI library under Dow Jones, increasing component reusability and cross-brand consistency.
- Contributed to the architectural design and implementation of a Single Page Application (SPA) for Financial News London, leading to faster load times and improved user engagement.
- Built custom CLI tools and automated workflows to streamline codebase maintenance and deployment, enhancing developer efficiency.
- Conducted code audits, optimizing codebase performance and scalability by 15%.
- Coordinated cross-team initiatives for dependency updates and production troubleshooting, ensuring 99.9% uptime.
- Led upgrades from Next.js 12.3.4 to Next.js 14, implementing necessary adjustments to ensure seamless operation and zero downtime on WSJ.com.
- Managed the full migration from Styled Components to Emotion CSS, enhancing styling performance, consistency, and maintainability across the WSJ.com codebase.
- Discovered and mitigated hydration errors in production resulting in a 50% drop in error rates.

Senior Software Developer, Research
ETS – Princeton, NJ
May 2019 – July 2021

- Architected and implemented reusable authentication and backend stacks on AWS using SAM templates, reducing setup time for new projects and enhancing security.
- Developed a CDN on AWS for fast, secure delivery of encrypted content, improving application response times.
- Created reusable React Native components and established CI/CD pipelines for an English Language AI application, optimizing deployment workflows.
- Enhanced serverless security through S3 encryption, pre-signed URLs, and granular IAM roles.
- Built a server-side NLP interpreter and client-side authoring tool for constrained speech scenarios, accelerating content creation.
- Led front-end development for a progressive web app that improved user presentation skills through AI-driven feedback.

Studio Senior Engineer
Deloitte Digital – Red Bank, NJ
June 2018 – May 2019

- Developed an Android and iOS mobile game in Unity to promote tech fluency, leveraging Docker, MongoDB, and Azure AD authentication.
- Created a VR fan experience for Oculus Go using Unity, enhancing user engagement for a golf-focused organization.
- Built containerized environments using Docker to improve application deployment efficiency.
- Developed micro-sites and single-page applications for Federal clients, leveraging AngularJS and Node.js.

Studio Engineer

Deloitte Digital – Red Bank, NJ
May 2015 – June 2018
- Organized and led monthly engineering meetings, fostering knowledge-sharing and technical skill development.
- Developed a web-based game reaching over 21,000 employees, enhancing engagement and learning.
- Created immersive VR experiences in Unity for Oculus Rift, integrating Sixense motion controllers for interactive user immersion.
- Built mobile-responsive websites, analytics dashboards, and web applications using AngularJS and Node.js.
- Spearheaded the acquisition and implementation of software and hardware solutions to enhance team productivity.

Developer / Project Associate Level 4
Deloitte Consulting LLP – Red Bank, NJ
July 2012 – May 2015
- Designed and developed immersive learning solutions, enhancing content retention and user engagement.
- Integrated solutions for SCORM compliance and Learning Management Systems, ensuring industry-standard accessibility.
- Contributed to Web, Flash, and Unity projects, utilizing both ADDIE and Agile development methodologies.
- Administered WAMP stack environments and created database schemas for web applications and games.
- Implemented 508 Compliance standards across various web-based solutions, improving accessibility for users.

Developer / Consultant
Booz Allen Hamilton – Red Bank, NJ
August 2010 – July 2012
- Developed immersive learning solutions for state and federal government agencies, improving content retention through interactive experiences.
- Built realistic 3D equipment simulators, enhancing user readiness and in-field training effectiveness.
- Created a web-based, multi-platform issue tracking system, streamlining internal QA processes and project management.

Education
Bachelor of Science in Computer Science Information Systems
Kean University – Union, NJ | *May 2008*

Certifications
Certificate of Eligibility, Teacher of Computer Science Technology

Technical Skills
Languages & Frameworks: JavaScript, TypeScript, Next.js, React, Node.js
Front-End & Styling: HTML, CSS, Emotion CSS, Styled Components
Cloud & DevOps: AWS, Monorepos, GitHub Actions, CI/CD, Docker, Dependency Management, Code Audits
Databases: MySQL, MSSQL, MongoDB, NoSQL
Tools & Design: Gulp, CLI Development, Photoshop, Illustrator, Microsoft Office, Google Workspace, Design Systems

Additional Achievements
Gold Award for Best Advance in Custom Content – 2016 – Brandon Hall Group
Gold Award for Best Use of Games for Learning – 2013 – Brandon Hall Group
Bronze Award for Best Learning Game – 2011 – Brandon Hall Group