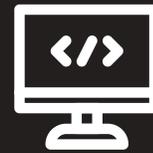




MATT RODEN

FRONT END SOFTWARE ENGINEER



PERSONAL PROFILE

An inspired problem solver with a tenacity and hunger for learning, delivering quality solutions, and a strong growth mindset. With over a decade in the service industry and an engineering background that demonstrates adaptability, collaboration, leadership, and complex problem-solving skills. I'm looking to join a team where I can dive in and use my strong desire to learn to become a valuable component to help drive success.

TOOLS & SKILLS

- Adaptability
- Continuous Learning
- React
- TypeScript
- JavaScript
- HTML5
- CSS/SASS
- UX/UI
- Responsive design
- Debugging/Troubleshooting
- Wire Framing
- Git Version Control
- GitHub
- TDD
- Cypress
- Mocha + Chai
- RESTful API consumption
- ExpressJS
- Progressive Web Applications
- GSAP Animations
- Adobe Photoshop
- VSCode, Atom
- Zoom/Slack
- Communication
- Collaboration
- Empathy & inclusion

EDUCATION

Turing School of Software & Design -Denver, CO: *Front End Engineering - Federally Accredited Software Engineering Program.*

Oakland Community College - Auburn Hills, MI: *Associates of Applied Science Degree - Technological Sciences & Mechatronics*

EXPERIENCE

Front End Engineer, Turing School of Software & Design – Current

- Over 1500 hours and 7 months of hands on coding time focused on TDD, using modern front end technologies, collaboration in pairs to larger full stack groups, building Responsive and Accessible apps, and using Git workflows and version control.
- Used agile work methods to plan and see through projects such as using GitHub projects to plan sprints, daily stand ups and retros, and integrating continuous integration and delivery tooling.
- Continuously learned and implemented new technologies, further strengthening my learning abilities and adaptability.

Field Service Technician, AFC-Holcroft – June 2017 - July 2020

- Acted as lead technician on over 20 projects, balancing multiple at a time.
- Trained groups of 2 - 30+ on machine use, safety, and maintenance.
- Debugged and troubleshot complex electro mechanical systems.
- Installed, commissioned, and repaired large scale thermal processing equipment
- Kept a detailed, daily report to communicate with dozens of remote engineers and team members on project statuses.
- Contributed to engineering documentation on multiple new projects and new technology being used.

Audio Engineer, Collective Studios – Jan 2013 - June 2017

- Recorded, mixed, and mastered audio at a professional level.
- Used iterative processes that utilized customer feedback loops to produce what was desired and to maintain a high quality of product output.
- Continuously learned and applied new and emerging techniques and workflows.
- Built and retained client relationships and negotiated pricing and budgets.

PROJECTS

Help Network | Group Project

The Help Network is a full stack application that connects expertise across speciality areas of public helping professions to ask, find, respond to, tag, and upvote/downvote questions to important legal and ethical concerns central with the mission of helping to support our communities and each other.

Tools: React, TypeScript, Router, SCSS, TDD with Cypress, Miro, MUI, TravisCI, Python, Django, Heroku

Accomplishments: First use of TypeScript, fully responsive and accessible design, working with backend team to establish a schema and build needed endpoints for frontend consumption. Built in just one week. Lead on design.

The Detroit Brewery Atlas | Solo Project

This application allows users to quickly find information on what brewery to visit if in Detroit, MI. The application consumes a RESTful API that stores information on breweries by city and allows users to easily find and favorite breweries, and then recall this information later.

Tools: React, Router, Cypress, LocalStorage, FetchAPI, CSS, Git/Github, Miro

Accomplishments: Responsive design, built user personas, persisting favorites

Pokedex | Group Project

A Progressive Web Application that allows user to search for and find information on the original 151 Pokemon, whether online or offline.

Tools: React, Router, Cypress, Service Worker, Caching, GSAP Animations

Accomplishments: Offline functionality, use of animations, learning new technology and implementing it into a project in one week.