Matt Maloney

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EDUCATION

Rochester Institute of Technology   Rochester, NY
Bachelor of Science in Computer Science   *Aug. 2015 - June 2019*

EXPERIENCE

Senior Fullstack Developer   Remote
Softrams   *January 2024 - Present*

- Implemented email batching in a notification service.
- Trained new team members and collaborated with other development teams in implementing specified system architecture.
- Implemented file generation, through EJS, and storage in an Amazon S3 bucket.
- Migrated an entire microservice environment to use an RDS proxy, requiring SSL and increasing scalability.

Fullstack Developer   Remote
Softrams   *March 2021 - January 2024*

- Implemented dozens of endpoints in ExpressJS and Loopback that are used in authentication, user management, and program participation.
- Optimized a complex endpoint involving an application withdrawal by refactoring the ordering of database queries, utilizing more concurrency, and introducing asynchronous AWS data structures.
- Responsible for fixing production bugs.
- Designed and implemented a file validation process that informed the user of the uploaded file's data integrity during form submission.

Junior Software Engineer   Bethesda, MD
Leidos   *June 2019 - March 2021*

- Wrote the C++ backend for a geospatial simulator that served as an interface between multiple users and a physics engine, incorporating the use of ZeroMQ for a pubsub design pattern and protobuf for serialization.
- Created an Angular component that would display the range and bearing of a selected entity's position, in a geospatial simulation, relative to cursor position, which led to the creation of a reusable service, which resulted in shorter future development time.

Software Engineer Intern   Bethesda, MD
Leidos   *June 2018 - June 2019*

- Wrote a HTTP server written in Java using Ratpack which manages a submarine inventory system.
- Designed and implemented a three-dimensional interpolator for a submarine's hydrophone's sensitivities that were used in a training system.

PROJECTS

Spoticli | *Go, AWS*   Fall 2024

A command-line music streaming program. The backend written in Go, streams segments of MP3 files from AWS S3 and decodes them on the frontend.

Terminal Hack | *Go*   Summer 2024

A terminal game written in Go that was inspired by the process of terminal hacking as seen in Fallout 3, in which the objective is to deduce a system's password, given a set of words. This application was built from scratch using a very low level graphics library, termbox.

Blood Bank | *JavaScript, Python, AWS*   Winter 2023

An entirely backend project for registering blood bank donors and transactions, where a NodeJS Lambda function handles all safe requests directly and delegates all non-safe requests to a Python Lambda function via a SQS instance. The delegate lambda function finalizes all actions with an email via SES.

Technical Skills

Languages:C++, C, Java, JavaScript, TypeScript, NodeJS , Go, Rust **Frameworks & Technologies**:Express, Angular, NextJS,, Bitbucket, Jira, Confluence, Jenkins, Linux, Docker, Conan, AWS, WebSockets
Libraries & Misc:Qt, Sequelize, SqlAlchemy, NgRx, ReactJS, Ratpack, OpenGL, OpenCL, Cuda, Boost, JUnit, Karma, Guava EventBus, Axios, ZeroMQ, Lowdb,, Apache Libraries, TypeORM, RxJS, RxJava