

Matt Martin

I build innovative software with modern technologies focusing on scalability, reliability, and performance.

Edmond, OK
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Experience

Senior Software Architect, Phase 2

Nov 2022 - PRESENT

Lead a team of engineers to modernize and replace several aging systems for the Oklahoma Employment Security Commission. Develop and deliver systems to enable and empower job seekers and employers in the state of Oklahoma.

Most recently, focused on R&D efforts along with the creation and maintenance of Infrastructure as Code (IaC) solutions and robust software libraries that empower multiple engineering teams across several products.

Senior Software Engineer, Heartland

Apr 2021 - Nov 2022

Worked with a team of engineers to design and build a new ecommerce application to extend the existing retail point of sale offering. Delivered core ecommerce functionality to support internal and external consumers of our products and APIs.

Remote Senior Software Engineer, Lifeway

May 2019 - Apr 2021

Worked with a remote team of engineers focused on building out technical solutions to support various business objectives for Lifeway.com. Implemented a new serverless event bridging application to facilitate event-sourced application architectures across the enterprise.

Team Lead, Sonic Drive-In

Mar 2018 - May 2019

Provided oversight and guidance across multiple teams of engineers on multiple projects. Led a team focused on building out a microservices platform supporting business objectives (e.g., mobile order ahead and tipping) for web and mobile channels.

Technical Team Lead, Software Engineer Hobby Lobby

Nov 2014 - Mar 2018

Provided oversight and guidance for the application architecture of hobbylobby.com. Researched and developed a methodology for moving from a monolithic architecture towards microservices deployed on AWS. Investigated machine learning integration for personalization and product recommendations.

Skills

Programming Languages

Java, Scala, Typescript, C#, Python, SQL

Libraries & Frameworks

Next.js, Node.js, Spring Boot, .Net Core, Akka, Tailwind, Serverless, Microservices

Tools & Platforms

Git, GitHub, AWS, Azure, PostgreSQL, MS SQL, Supabase, MongoDB, Solr

Education

University of Oklahoma, 05/2010

Master of Science,
Computer Science

University of Oklahoma, 05/2007

Bachelor of Science,
Computer Science

Interest

Application of AI in software, Financial markets, fly fishing, wood working, baseball

Designed and implemented features on the Hybris eCommerce platform for hobbylobby.com using Java, Solr, Spring, and MySQL deployed on AWS. Focused on troubleshooting and tuning performance and stability, especially related to garbage collection. Overhauled product search and relevance using Apache Solr.

Technical Lead, Senior Software Engineer, **MSCI**

July 2011 - Mar 2013

Led a team of engineers focused on platform stability and performance enhancements. Designed and implemented components within a complex, distributed SOA framework using Java, SOAP, XML, JMS, Oracle, and PL/SQL. Created a load testing application to replicate production load consisting of millions of operations per day.

Software Engineer, **United States Air Force**

July 2011 - Mar 2013

Designed, implemented, and maintained various application components and APIs within a .NET application built using MVVM and WPF. Responsible for the holistic data layer including persistence and retrieval using Entity Framework and MS SQL. Maintained charting and reporting capabilities using Infragistics.

Software Engineer, **RiskMetrics Group/MSCI**

May 2007 - July 2011

Implemented business requirements for a large-scale, distributed Java Struts web application. Built an updated data storage service using Lucene for indexing and Cassandra/Oracle for persistence. Designed and implemented various dev-ops tools to interact with a large, distributed SOA platform using Java and Python.

Publications

M. Martin, N. Grounds, J. K. Antonio, K. Crawford, and J. Madden. **Banker's Deadlock Avoidance Algorithm for Distributed Service-Oriented Architectures**. Proceedings of the International Conference on Parallel and Distributed Processing Techniques and Applications (PDPTA '10), July 2010.

H. K. Shrestha, N. Grounds, J. Madden, M. Martin, J. K. Antonio, J. Sachs, J. Zuech, and C. Sanchez. **Scheduling workflows on a cluster of memory managed multicore machines**. Proceedings of the International Conference on Parallel and Distributed Processing Techniques and Applications (PDPTA '09), July 2009.

John Matthew Martin. **Deadlock Avoidance in Distributed Service Oriented Architectures**. Master's thesis, University of Oklahoma, Norman, Oklahoma, May 2010.