

# Matt Apperson

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## Experience

Oct 2017 - Jan 2020



### Elastic

#### Sr Software Engineer / Area Lead (Remote)

- Helped grow and lead an engineering team of 6 to create a new product using React and Typescript, backed by Elasticsearch that would deploy and manage the rest of the Elastic product stack on-prem at the scale of 100k+ host deployments. Supporting Docker, K8, VM, and bare metal deployments.
- Introduced new testing tools like WallabyJS and Cypress.io, as well as enabling programatic functional test suites to increase productivity and stability across multiple teams.
- Redesigned the teams hiring process for JS developers to lower candidate stress, increase candidate diversity, and improve the teams ability to accurately evaluate candidate qualifications. The new process was so effective it was rolled out to several other teams with great success.

Feb 2013 - Oct 2017



### Apperson Labs LLC

#### Owner / Founder (Remote)

- Grew the company to a team of 7 with almost \$1mm in annual revenue.
- Partnered with clients to build out 27 products over the 4 years the company existed including IOT, OpenCV, and Tensorflow based applications. Most built using React, ReactNative, and NodeJS

May 2014 - Apr 2016



### Hatchback LLC

#### CTO / VP Product Development (Remote)

- Worked with the other founders of Hatchback to help guide the projects direction, write spec, refine product designs, and build out the React based UI.
- Collaborated with the team to scale the platform's NodeJS based API to support an average of 1.2 million requests per second, while keeping costs extremely low.
- Grew and managed a team of 5 data scientists, and full-stack engineers.

Jan 2012 - Feb 2013



### Avistar Communications

#### Sr. Software Engineer (Remote)

- Sole engineer of the SIP based iOS app, responsible for the platform's end-to-end implementation.
- Implemented a custom h.264 codec in c++ and Obj-C.

May 2011 - Jan 2012



### Appcelerator

#### Software Engineer / Developer Relations (Remote)

- Created training material / examples, community evangelism, professional services, pre-sales support, and maintenance of several Objective-C and JS based open source libraries.
- Developed a number of Objective-C based modules for the platform including a box2d module to facilitate more advanced games to be developed.

Additional details available by request

## Top Skills

NodeJS

Javascript

TypeScript

React

Automated Testing

Next.js

ReactNative

Project Management

User Research

ElasticSearch

MongoDB

Sketch App

HTML

CSS

Docker

Obj-C

Hiring / Recruiting

GraphQL