

MATT JONES

m.r.jones@live.co.uk [◇](#) [mattjones.wales](#) [◇](#) [LinkedIn](#)

PERSONAL SUMMARY

Full-stack software engineer with 6 years of experience working in agile teams. Technical experience includes extensive work with React and building RESTful microservices. A strong believer in XP practices with an emphasis on collaboration, feedback, and user-focused development. Experience with mentoring junior developers.

SKILLS

| | |
|------------------------|---|
| Frontend | TypeScript, React, NextJS, Cypress, Jest, Svelte/SvelteKit, Tailwindcss, Less, Webpack, Vite |
| Backend | Kotlin, Spring Boot, Java, JUnit, Keycloak, Node.js, Python |
| Developer Tools | Git, ConcourseCI, Kubernetes, GCP, MongoDB, PostgreSQL, Elasticsearch, Docker, Grafana, Prometheus, Terraform |

EXPERIENCE

Boclips, Senior Full Stack Engineer, *London, UK/Remote* Nov 2018 - Dec 2022 · 4 years 2 months

Working for a London ed-tech startup in an XP team, providing a media streaming platform through various integrations. Kotlin, TypeScript, React, Kubernetes, GCP, Elasticsearch, DDD, TDD, XP

- Built and maintained full-stack apps: React & TypeScript frontends, Kotlin-based Spring Boot microservices, all orchestrated on Kubernetes (GCP).
- Collaborated with the PM, UX designers, and engineering leads to shape delivery and implementation plans.
- Led technical delivery of multiple epics, including transforming manual back-office processes into an internal product and achieving WCAG 2.0 Level AA conformance for accessibility.
- Modernized the tech stack, migrating code and customers from a legacy system, leading to its deprecation.
- Improved web app performance through caching, code splitting, and other optimization techniques.
- Managed a junior engineer and led technical interviews for 30+ candidates, ensuring top engineering talent selection.
- Ran "Lunch and Learn" sessions for the engineering team. Resulting in the successful migration to new React hooks, improved accessibility testing standards, and the adoption of new CSS best practices.
- Facilitated (including company-wide) retrospectives to evaluate and improve team processes.
- Practiced pair programming, TDD, and all other XP fun.

Hawk-Eye Innovations, Software Engineer, *Remote* Oct 2017 - Jun 2018 · 9 months

Working in Hawk-Eye's SMARTData team, developed data-driven web technologies and real-time broadcasting graphics engines in an agile environment.

Java, Spring Boot, HTML5, React, TypeScript

- Optimised an HTML5 data-driven broadcast graphics engine for FIVB's Volleyball Nations League
- Enhanced an interactive timeline for use alongside Hawk-Eye's core replay software
- Played a significant role in sprint planning, backlog prioritization, and pull request reviews

Hawk-Eye Innovations, Junior Software Engineer (Placement), *Basingstoke*

Jun 2015 - Aug 2016 · 1 year 3 months

I was a junior software developer working in Hawk-Eye's replay technology team, working on projects related to some of the world's top sporting events. Responsibilities included delivering new features and general bug fixing.

EDUCATION

BSc (Hons) in Computer Science with Placement Year, Bath University

2013-2017

Bachelor of Science in Computer Science with second-class honours first division