# Grant Matejka

grantmatejka1@gmail.com | 661-808-8874 | grantmatejka.com Professional Software Engineer with 3+ Years of Production Experience Master's of Computer Science from Cal Poly SLO

## Skills

**Professional**: TypeScript, JavaScript, React, Full Stack Web Development **Academic**: Programming Languages, Compilers, WebAssembly, Schem

# **Professional Experience**

#### Software Engineer | Boston, MA Tulip Interfaces (July. 2022 - Present)

- Member of small team of engineers responsible with scoping and building of automated workflow product
- Scoped, developed and tested flowchart/no-code editor for building said workflows
- Built compiler and runtime to compile custom no-code AST to JavaScript, to be run in a sandboxed WebAssembly environment (QuickJS)
- Designed, standardized and built out public API's across the engineering org

#### Software Developer Apprentice | San Luis Obispo, CA - *iFixit* (Nov. 2020 - Jan 2022)

- Responsible for maintenance of legacy codebase, with active conversion to modern systems
- Did full stack development across highly structured/OOP, PHP backend and JS/React/NextJs frontend
- Contributed heavily to conversion of custom built ecommerce engine to Shopify
- Utilized Agile management across hybrid team with thorough quality assurance and code review practices
- Wrote unit/integration/functional tests for continuous integration and deployment pipelines

#### Software Developer Intern | San Luis Obispo, CA — The Parable Group (Jan. 2020 - Dec 2020)

- Full stack SPA development using ASP.NET Core 3, the Blazor framework and Azure
- Was responsible for the development of production website features and continuous research
- Built an entire product offering from concept, to prototype, to launch

#### Volunteer Full Stack Developer | San Luis Obispo, CA — Dr. Zachary Peterson (Jan. - June 2018)

Served as a volunteer to build out and redesign a website for introductory a cybersecurity/computer science class. Class surveys the cybersecurity field and introduces students to concepts in an interactive alternative reality game setting.

## **Relevant Coursework & Accolades**

**Degrees:** Master's of Computer Science & Software Engineering Undergraduate **Academic Accolades:** Master's Degree with Distinction, Summa Cum Laude Undergraduate **Coursework:** Advanced C++, Compilers (LLVM IR to WebAssembly)

# Profiles, Portfolios & Projects

Website: https://grantmatejka.com

GitHub: https://github.com/GrantMatejka

LinkedIn: https://linkedin.com/in/grantmatejka

**Rasm**: A Racket to WebAssembly compiler I built for my thesis project. Provided initial investigations into adding a WebAssembly backend into Racket's Chez Scheme backend, and an operational compiler from fully-expanded Racket to WebAssembly. Source code and thesis is publicly available on my website and GitHub.