

Matthew Greer

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Skills

JavaScript, expert: Extremely passionate about JavaScript and all of its related technology: Node.JS, React, Svelte, D3, canvas, WebGL, WebAssembly, etc. Also enjoy working in ClojureScript and have four solid years of experience with TypeScript.

React, expert: Strong understanding of React and its ecosystem. Helped maintain and extend a proprietary fork of React while at Netflix, and have written detailed articles on the library.

HTML and CSS, expert: Excel at responsive layout, accessibility, semantic markup, CSS animations and visual effects. Extensive experience working with designers to bring designs to life on the web.

Operations, comfortable: Experience with AWS, Azure, Heroku, Jenkins, Docker, Spinnaker and others.

C++, comfortable: Have written two games in C++ and am currently working on a project for the Godot game engine in C++. I have a strong CS background and do well with lower level programming.

Java and .NET, fading: Have used both extensively in the past, but not seriously for at least 5 years.

Experience

Freelance Engineer and Consultant

Ypsilanti, MI — 2021 - present

Helping companies deliver new experiences, improve older codebases, and lead teams to be successful with modern web technologies.

Senior Software Engineer, Netflix

Los Gatos, CA — 2015 - 2020

Originally a member of the TVUI App Core and Video teams. Developed tools to help about 100 developers better leverage and work with TVUI's proprietary JavaScript stack. Added additional features to TVUI's internal fork of React to improve performance, reduce crashes and errors, gather better analytics and improve developer productivity.

Moved to the studio side of Netflix in March, 2018. Led an effort to build an internal React component library used throughout the organization. Also advocated for and encouraged the adoption of TypeScript.

Front End Software Engineer, Rally Software (now owned by Broadcom)

Boulder, CO — 2011 - 2015

Worked on converting Rally's main product from server generated HTML to a REST

based JavaScript application.

Created a client metrics system which enabled Rally to measure what pages customers are interacting with and create a cohesive picture of a typical customer's experience within the product from both usability and performance perspectives.

Senior Software Engineer, Workforce Insight

Denver, CO — 2010 - 2011

Ported a workforce management Silverlight application to ASP.NET MVC

Software Development Engineer II, Microsoft

Redmond, WA — 2007 - 2010

Contributed significant features, direction and code to the ReportBuilder 2.0 application as well as other components of SQL Server 2008 Reporting Services.

Became co-owner of the ReportViewer WinForms and WebForms controls for release in Visual Studio 2010 and SQL Server 2008 R2.

Developed code, authored installation package and orchestrated the entire technical side of the release of the Microsoft Chart Controls for .NET 3.5.

Lead UI Developer, Tygart Technologies

Fairmont, WV — 2006 - 2007

Lead UI developer for MatchBox, a biometrics application written in C#.

Software Engineer, ProLogic, Inc (now Ultra Electronics Prologic)

Fairmont, WV — 2004 - 2006

Worked in .NET to create GIS related applications with ArcGIS.

Two year gap: returned to school to get a BS in Computer Science

Graphic Designer, The Field Museum

Chicago, IL — 1997 - 2001

Web Presence

Main website: <https://mattgreer.dev>

- JavaScript Promises in Wicked Detail:
<https://mattgreer.dev/articles/promises-in-wicked-detail/>
- React Internals: a 5 part series on how React works
<https://mattgreer.dev/articles/react-internals-part-one-basic-rendering/>

GitHub: <https://github.com/city41>

StackOverflow: <https://stackoverflow.com/users/194940/matt-greer>

Published articles

- Particle Systems: <http://buildnewgames.com/particle-systems/>
- JavaScript Game Engine Comparison:
<http://buildnewgames.com/game-engine-comparison/>

Education

University of Iowa

BS in Computer Science — 2002 - 2003

The School of the Art Institute of Chicago

BFA in Visual Communication — 1997 - 2000

University of California at Davis

1995 - 1996

Interests

retro game consoles, technical writing, baking bread, hiking, hockey, animals