

Colin Matthias

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Profile

Technical leader and software engineer with 15+ years of experience seeking a senior-level position. Current expertise in Python, Go, PostgreSQL, Hadoop, MapReduce, Hive, and AWS. Previously worked with Ruby, C++, C#, and MySQL.

Work Experience

Chief Technical Officer (1/2017 - 8/2017) at Sharp Action, Somerville MA

- Lead & mentored a team of 3 full-time engineers and several contractors. Set direction for the team that maximized potential for revenue.
- Managed budgets and ensured that costs were kept in check
- Pitched new engineering projects to the executive team, prioritizing those which could contribute the most revenue & net profit to the business
- Oversaw implementation of new BI tools and processes to assist operations staff with reliably scheduling marketing campaigns

Director of Systems Engineering (8/2014 - 12/2016) at Cogo Labs, Cambridge, MA

- Managed a team of 6+ software engineers and managers responsible for a diverse set of systems that powered everything from consumer-facing websites to backend reporting/analytics systems to email marketing automation systems
- Met regularly with established portfolio companies and our in-house team of quantitative analysts to provide support and advice on technical matters
- Hired and recruited new engineers, including overseeing the engineering internship program

Manager, Web Systems (2/2013 - 8/2014),

Lead Engineer (6/2011 - 2/2013) at Cogo Labs, Cambridge, MA

- Initially served as the (sole) engineer, and then eventually manager of a small team building a Rails-based website in the automotive space
- Developed a scalable system using MySQL, Sphinx Search, and Redis to handle searching gigabytes of data that change on a daily basis
- Worked with Analytics team to design and implement changes to the site to improve conversion rates
- Site contributed \$100k+ new revenue per month and helped to close a \$100MM+ acquisition of a portfolio company

Software Engineer (6/2009 - 6/2011) at AgileClicks LLC, Cambridge MA

- Joined a three-person engineering team at company inception, and built an in-depth knowledge of all systems powering the company, leading to a successful acquisition in about 18 months
- Developed and maintained a Rails app for lead generation that powers dozens of public-facing websites that receive tens of thousands of unique visitors per month
- Rewrote an existing back-end system for lead routing using Java/JSP
- Maintained a system that automatically manages Google AdWords and other SEM campaigns, including bid optimization through statistical analysis and keyword/ad copy management
- Performed database optimizations to reliably serve hundreds of queries per second

Software Engineer (2006 - 2009) at ImaginEngine Inc., Framingham, MA

- Shipped several games for Nintendo platforms working on small (2-4 person) engineering teams
- Lead the development and deployment of a web-based training tool for a medical organization using ASP.NET and Microsoft SQL Server
- Designed and implemented several internal game prototypes and internal tools using C++ C#, and Ruby

Sr. Programmer Analyst (2003 - 2006) at Staples Inc., Framingham MA

- Worked on internal projects in Visual Basic 6 and C++ as a member of the Point of Sale development team.
- Profiled internal C++ and Visual Basic 6 applications; improved areas of code that were acting as bottlenecks
- Lead engineering effort to deliver a robust system in C#/.NET Compact Framework for allowing an existing Visual Basic point-of-sale application to be driven from a handheld Windows mobile device. Project was deployed and measurably improved productivity during busy times for store employees.

Related Experience

Owner, Quark Products, Framingham MA (November 2015 - present)

- My own business which sources physical products for sale via e-commerce channels
- Achieved \$70k in sales in the first full year of operation

Education

Worcester Polytechnic Institute, Worcester, MA — Bachelor of Science in Computer Science, May 2003. Approximate GPA: 3.8 in CS, 3.5 overall.

Membership in Tau Beta Pi (Engineering Honor Society) and Game Development Club.