

Matthew R. Thomas

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Profile

Great software can revolutionize how people communicate & express creativity. Poor software can lead to loss of work, time, or money. Inspired by famed designer Dieter Rams, I use the following principles in an effort to create great software:

- Understand the user and their experience & areas of expertise.
- Be forgiving, never blame the user.
- Be accessible by as many people as possible.
- Be easy-to-use, but not at the expense of usefulness.
- Be unobtrusive and honest.

Experience

SENIOR ENGINEERING MANAGER, URBN INC

(August 2018-Present)

I'm currently the senior engineering manager URBN family of stores (Anthropologie, Free People, Urban Outfitters), in charge of all mobile app development. I lead a team of engineers and managers for all native mobile development. Notable contributions include:

- Overseeing company wide initiatives including authentication, privacy solutions, inventory tracking, & membership programs.
- Helped to update a professional development program consisting of technical training, communication, and managerial skills.
- Working closely with brand and product teams to create first-class mobile experiences while maintaining brand uniqueness.
- Overseeing architectural decisions including platform decisions, design patterns, and software integrations.
- Work closely with various groups to create Diversity & Inclusivity initiatives. Adjusting hiring practices, team education, and communication strategies.

MOBILE ENGINEERING MANAGER, URBN INC

(March 2016-August 2018)

I was an engineering manager for the URBN family of stores. Notable contributions include:

- Spearheading the effort to consolidate our brand apps under one code base, reducing code duplication and lowering defect rate.
- Mentoring developers to improve their engineering skills and leading group learning sessions.
- Working with QA teams to develop a continuous integration workflow that includes testing for all of our development

LEAD iOS ENGINEER, URBN INC

(February 2015–March 2016)

I was the lead developer for iOS in-store solution for URBN family of stores. Notable contributions include:

- Creating a chat solution for retail associates to communicate with each other.
- Creating sales tracking software
- Updating and maintaining software for merchandise tracking

LEAD MAC SOFTWARE DEVELOPER, LAYERVAULT INC

(July 2013–January 2015)

I was the lead developer of LayerVault for Mac, which designers use to remotely sync and collaborate on design assets. Notable contributions include:

- Implementing sync engine to handle multiple files uploading and updating concurrently to keep the files up-to-date while minimizing resource usage.
- Working closely with website engineers to develop a modern API for remotely syncing files between computers and a centralized server.
- Efficiently tracking file changes to minimize bandwidth usage and storage space.

LEAD iOS SOFTWARE DEVELOPER, UNBOUND MEDICINE INC

(November 2005–July 2013)

Working for a Palm and Windows Mobile medical software company, I advocated for releasing our software on the iPhone and became the lead developer. Notable contributions include:

- Porting our publishing platform to iOS and used it to create and distribute 50+ medical apps to the App Store: itunes.apple.com/us/artist/unbound-medicine-inc./id300420400
- Creating a centralized sync service to ensure medical information is always up-to-date.

- Developed the original mobile optimized version of the company's web platform which was ready at the original iPhone launch.

Education

ROCHESTER INSTITUTE OF TECHNOLOGY, ROCHESTER, NY

BS in Computer Science, 2005

Other Experience

- CocoaLove 2014–2016 conference volunteer. Worked with presenters setup and sound: <http://cocoalove.org>
- Award winning ISS Base Station team member for the 2013 International Space Apps Challenge. Our team won 1st place among Philadelphia apps. Our team also won "Best Use of Hardware" in the global judging. [2013.spaceappschallenge.org technical.ly/philly/2013/04/23/nasa-space-apps-philadelphia/](http://2013.spaceappschallenge.org/technical.ly/philly/2013/04/23/nasa-space-apps-philadelphia/)
- Active open source contributor. Encouraged open-sourcing at URBN and LayerVaultAPI in addition to supporting other 3rd party projects. See github.com/codecaffeine for more information.
- Philly Cocoa contributor (local chapter of CocoaHeads). Talks available at: speakerdeck.com/u/mthomas
- Philly Tech Week 2012 speaker: Mobile Lightning panel.
- Created the iPhone fitness game GEO (discontinued) with other regional iOS developers.

Skills

(years of experience)

- **Programming Languages:** C (20), Objective-C (18), Swift (6), XML/XSLT (7), Javascript (6), Java (6), Ruby (4), Kotlin (2), PHP (2), Perl (2)
- **Management** (4) including specific training on conflict resolution, goal setting, and mentorship. Engineering team training through book-clubs, hackathons, and public presentations. 1-on-1 mentorship for engineering skills and management skills.