MATTHEW WILSON

PROFILE

Professionally, I have always aimed to create online experiences that enrich people's lives and delight customers. In my current role, I help design and build compelling, iron-clad software services used by millions of gamers. I seek a way to apply that skillset to help deliver solutions to the climate crisis.

EXPERIENCE

LEAD SOFTWARE ENGINEER, WB GAMES NEW YORK — 2011-PRESENT

With the exception of a single year spent at Articulate, I have spent the last 12+ years working for Agora Games, initially a subsidiary of Major League Gaming and lately renamed to "WB Games New York", as the central online and game services studio in the Warner Brothers Interactive family of studios. I started as a mid-tier Software Engineer and have held Senior and now Lead Engineer titles.

We've launched numerous game titles, both AAA and mobile, on our signature game services platform called Hydra, which provides commerce, realtime, matchmaking, leaderboard, player networking, and many, many more game-specific features.

Our tech stack is principally python and javascript (& typescript). Some services are in java and naturally SDKs are in various flavors of C. Our principal database systems are mongoDB, redis, and elasticsearch.

As an engineer for Major League Gaming, I made major contributions to: a rewrite of MLG.tv (a youtube-like video service); an in-house Live Experience app (which facilitated streaming of MLG's signature events); and ProGamer, a stats database and tracking app allowing fans to see how their favorite players perform statistically. We worked primarily in Ruby on Rails with a bit of javascript sprinkled in.

A full list of my game credits can be found overleaf.

SENIOR SOFTWARE ENGINEER, ARTICULATE — 2013-2014

Part of a small team that helped Articulate refocus on web-based applications and experiences by developing an ambitious, javascript-based, client-side framework of authoring tools, including live video/audio capture in native HTML, presentation authoring, and online course development tools.

SOFTWARE ENGINEER, GREENVIEW DATA, INC — 2008-2011

Ruby/Rails engineer for a large-scale email archiving as a service product called RestorEmail, also led an upgrade to the company's customer-centric account management and billing portal.

EDUCATION

UNIVERSITY OF MICHIGAN SCHOOL OF INFORMATION — MS (INFORMATION SCIENCE), 2007

I went back to Graduate School intending to get out of hands-on technological work and become a intellectual property lawyer, but in my many courses on design and economics made me fall back in love with the prospect of building tech for a living.

SI requires that all students pick a focus, mine was Economics and Policy.

GRINNELL COLLEGE — BA (HISTORY, PHILOSOPHY), 2003

2 senior-level seminars are required for graduation; I took 6, and delivered an Honor's Thesis in Philosophy. I still love history and philosophy, and will talk your ear off about either given half a chance.

SKILLS

I have most recently been spending a lot of time heading up front end initiatives in javascript (and a little typescript), including managing our in-house dashboard framework in vue.js and leading efforts to extract common functionality. I am looking to lean back into backend development, and I still provide major feature delivery in python from time to time. Privately, I have fallen in love with elixir and rust, and would love to use them more. I miss ruby, and would also welcome an opportunity to get reacquainted with the ruby ecosystem. I know my way around modeling database systems, whether in MongoDB or SQL—my personal projects always seem to use Postgres. It has been awhile since I have been personally responsible for operations, but I could pick it back up again.

My communications skills, particularly written communication, seem to draw praise, and I endeavor to be a kind and empathetic collaborator and willing accomplice. I listen more than I speak. I seek to lead through facilitating consensus, and I bring a diplomatic, calm attitude to meetings and discussions.

HOBBIES

I study history, I write as often as I can, I play tabletop roleplaying games—and am sometimes a guest on TTRPG podcasts. I enjoy woodworking and am working towards becoming a furniture builder. I have a 1920s-era LEGO city. I enjoy studying languages and am currently obsessed with K-Pop.

CREDITS

Hogwarts Legacy (2023), Gotham Knights, Multiversus (2022), Back 4 Blood (2021), Mortal Kombat 11 (2019), MK Mobile (2018), Middle-earth: Shadow of War, Injustice 2, Injustice 2 Mobile (2017), Doom (2016), Batman: Arkham Knight, Evolve, Mad Max (2015), Shadow of Mordor (2014), Saints Row 4 (2013), plus several works in development.