

Matthew M. Crumley

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WORK EXPERIENCE

- **Principal Software Architect, Mad Mobile** **February 2022 to Present**
 - Senior Software Architect, Mad Mobile November 2019 to February 2022
 - Web Developer, Mad Mobile June 2015 to November 2019
Tampa, FL
 - Lead for hardware integration, development to NCR R6 Self-Checkout using OPOS, JPOS - including printer, scanner, scale, lights, cash/coin changer devices
 - Used Kafka and Java/Spring applications to deploy a next-generation point-of-sale for Meijer running within Docker, Kubernetes cluster, Android app, and Electron app
 - Initiated company-wide use of DevSecOps tools including Anchore, Snyk, and SonarQube to assess software quality within our Gitlab build pipelines and on developer desktops
 - Certified SAFe 5 Practitioner - valid until December 2022
 - Architected all payment plugins for mobile point-of-sale (mPOS); integrated those payment solutions with Oracle Retail, Xstore, and Auto-Star POS
 - Developed Cordova plugin for iOS using Objective-C & JavaScript, a critical path for Mad Mobile to deliver its first mPOS solution to VF Corporation using Adyen payment devices
 - Employee of the Year for 2018
 - Designed and built Java 8 services to integrate with PXP Financial for Urban Outfitters
 - Developed Cordova plugin for iOS to utilize Verifone Mobile Framework; integrated barcode reader; mediated EMV, DCC, and swipe payments through plugin and FiPay gateway
 - Committed code and reviewed PRs for full stack of software across various teams
 - Extracted business insights from Git using Python (Pandas), Bitbucket API, and Node.js
 - Developed .NET, Node.js solutions for Sysco Foods, Books-a-Million, and McKesson
 - OSCP trained; ran internal, external penetration tests with Kali Linux, Burp Suite, Metasploit
- **Owner/Developer, Unsaturated Innovations LLC** **January 2008 to February 2016**
Tampa, FL
 - Owner and sole-proprietor
 - Published game “Elevator CEO” for iOS; designed with Illustrator, fully native in Objective-C
 - Published business app “DH Bot” for iOS; fully native using Objective-C, Storyboard UI
 - Developed additional software with ASP.NET, WordPress, SQL, SQLite, and PHP
- **Software Developer, Wilkes & McHugh, P.A.** **October 2014 to May 2015**
Tampa, FL
 - Prototyped web applications and APIs with JavaScript, ASP.NET and MSSQL
 - Developed and deployed enterprise app with Xamarin.iOS; sketched mockups using Balsamiq
- **Software Engineer 3, CAE USA** **October 2004 to October 2014**
Tampa, FL
 - Designed WinForm, WPF desktop applications for US military simulators with .NET 1.1 - 4.0
 - Overhauled a legacy UI framework for WPF-friendly design (30,000+ lines of code)
 - Published peer-reviewed technical paper for the I/ITSEC 2012 conference – “Applying Practices from Instructor Applications to Creating Simulated Avionics Displays”
 - Developed & integrated plug-in for Java-based CDMTS and C++ gaming engine Delta 3D
 - Designed a Google Maps-like solution with .NET and open source product (FalconView)

EDUCATION

- **Master of Business Administration**
- **Bachelor of Science in Computer Engineering**
University of Central Florida, Orlando, FL **Graduated May 2002 & August 2003**