Matthew Doering

Solutions Engineer

While working full-time in finance, I discovered my passion for technology and pursued a career in the tech field. I took a bold step and completed my certificate in Full Stack Web Development at Flatiron School, where I gained hands-on experience in React, JavaScript, and Ruby on Rails. I landed my most recent roles at Meta and Kustomer, a CRM platform, as a Solutions Engineer, where I combined my communication and team management skills with my backend technical skills to drive growth in pre-sales for both companies.

	<u>631-807-7050</u>	<u>mattdoering86@gmail.com</u> <u>Github</u> <u>Blog</u> <u>Linkedl</u>	n mattdoering.tech
SKILLS			
	React Ruby on Rails HTML Git Lodash	JavaScript SQL CSS Agile development Handlebars	Ruby Postgres jQuery cPanel Elasticsearch - Kibana
EMPLOYME			
Soluti • • •	Scoped and scrip demonstration & Collaborated clo presentations, e Translated custo delivering value Work hand in ha Kustomer Platfo	ta (Kustomer Team) - Remote oted multiple proof-of-concept integrations with stro a testing. sely with Account Executives & Customer Success N ffectively conveying Kustomer's unique value propos omer needs into actionable technical strategies, drivir -added solutions. and with, product & engineering to improve features a rm through KPIs and feedback. over \$1 million in account value of contract signings i	Managers to craft tailored client ition. ng successful implementations and and create enhancements for the
Sr. Teo • •	Building and del Host weekly cal and troubleshoo Troubleshoot an of 4.8/5.	ngineer Kustomer - Remote bugging complex workflows/scripts that integrate da ls with Kustomer's top clients to integrate technolog it existing issues. d solve over 100 client requests per month with an a ltiple teams from Product, Implementation, & Develo fix bugs.	ies, train clients on best practices, average customer satisfaction rating
Web [• •	Work with the b the company. Designed and bi	Ity Building Solutions - <i>New York - sbs.services</i> usiness owners to understand the goals of the webs uilt the UX opting for HTML/CSS and JS/jQuery. a static HTML/CSS website for quick deployment wit	
Develo •	Reduced operati environments (e Created initial da	nt HoneyCo - <i>New York - cancercare.org</i> onal risk by ensuring production website could be ho .g. hosted locally). atabase schema and test data which allowed for fres ySQL database was a star schema that contained 50	h deployment of new database
Direct • •	Established new errors. Oversaw daily u	g/Risk Operations CardWorks Merchant Services - protocols that resulted in 40% increased work efficient nderwriting of an average of 30 new merchant account itigated the financial risk of merchants from \$5,000 t	iency and reduced typographical unts per week.

PROJECTS

Drop A Block - Github | Demo

Tetris-inspired game that animates seven different shapes down a page. Aligning them in a solid row scores points, and clears a row

- Created the board and game pieces with HTML Canvas
- Developed game in React with game loop and logic in JavaScript
- Imported music from a third-party source and implemented in React
- Backend API providing users with the ability to save high scores and initials to a Postgres database

EDUCATION

Flatiron School | March 2019

- Full Stack Web Development
- St. Joseph's College | May 2011
 - Bachelor of Arts in Psychology