

MATTHEW CAMPBELL

FULL STACK SOFTWARE ENGINEER

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SUMMARY

Software Engineer who turns product ideas and business needs into practical, reliable software that solves real user and business problems. Combines hands-on development, product strategy, and startup experience to create usable systems. Brings ownership, adaptability, and results-focused problem-solving to teams building technology that supports users, operations, and business goals.

EDUCATION

University of Washington Bothell

B.S. Computer Science & Software Engineering

JUN 2025

EXPERIENCE

Account Executive | J. A. Marks Construction

JUN 2026 - PRESENT

- Own discovery, quoting, change orders, follow-up, and client communication across the project sales lifecycle.
- Developed contracts, estimates, change orders, and tracking workflows to improve reporting and documentation.
- Built the company website and lead/project workflows to strengthen credibility, acquisition, and pipeline visibility.

Co-Founder, Product Strategy | Flexapay Technology

OCT 2025 - PRESENT

- Shaped product positioning, competitive differentiation, beta strategy, and go-to-market priorities for a fintech platform.
- Translate user feedback and market requirements into value messaging, priority use cases, and roadmap decisions.
- Support partnership development and align commercial requirements with engineering implementation.

PROJECTS

Flexapay Platform | React Native • Node.js • Express.js • Stripe

JUL 2025 - PRESENT

- Built a mobile application for group organization + communication, event planning, and payment coordination
- Architected backend integrations with Node.js/Express.js, REST API services, and secure server-side validation
- Orchestrated dockerized services and GitHub Actions CI/CD workflows for consistent builds and deployment
- Used React Native to create reusable platform mobile screens and shared UI logic across iOS and Android

Sounde Social Music Platform | React Native • Node.js • Prisma • Redis

JUL 2025 - PRESENT

- Created a social network for sharing music related activity among peers, integrating Spotify and Apple Music API
- Implemented OAuth2 authentication and Prisma data models for users, linked accounts, and social interactions
- Added Redis caching for high-frequency profile and activity queries to reduce repeated database and API reads
- Used Express.js API layer between the mobile client, database, and external services to optimize performance

Cyrelx Racing Platform | React • C++ • Unreal Engine • AWS GameLift

JUN 2024 - PRESENT

- Architected a mobile racing game platform with Unity engine systems, AWS services, and multiplayer sessions
- Connected React companion app for account management, profile statistics, and web-based metagame tools
- Designed server-authoritative validation for inventory, marketplace, store, and session-sensitive operations
- Used C# for gameplay logic, race systems, and metagame implementation to support runtime efficiency

Notekan AI Scribe | Next.js • Node.js • Firebase • OpenAI

APR 2024 - MAY 2024

- Developed an AI productivity tool that converts audio, voice, and text input into structured notes and summaries
- Designed OpenAI pipeline for transcript normalization, summary generation, and structured output formatting
- Utilized Firebase cloud services for user auth, storage, and hosting to streamline function and persistence
- Used Next.js to structure route-based creation, review, and export flows, improving application UI/UX

SKILLS

LANGUAGES - C++, C#, Go, Python, TypeScript, JavaScript, Java, Bash

FRONTEND - React, React Native, Next.js, HTML, CSS/SCSS

BACKEND - Node.js, Express, REST APIs, Prisma, GraphQL

DATA - AWS, Azure, Firebase, SQL, PostgreSQL, MongoDB, Redis

DEVOPS - Docker, Git, CI/CD, Grafana, Loki, Prometheus, Linux