

Matthew Edell

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[linkedin.com/in/matthewedell](https://www.linkedin.com/in/matthewedell)

Experience

Rigmaroller LLC – Contract

2023

Marketing Campaign Site – Solo, Full Stack

Developed an app to collect submissions and payments for an online scavenger hunt and an associated prize built with **NextJS**, **React**, and **Stripe**. I worked as the sole Engineer, working alongside a producer and designer. I scoped and planned out the delivery of a full stack solution that was delivered faster than the original estimate.

Thrive Career Wellness Inc.

2021 – 2022

Software Engineer – SWD II, Full Stack

Developed a **Ruby on Rails** API and **TypeScript/React** Single Page Application. I participated in the design, development, and ongoing maintenance of features for clients in the public sector while working in a remote-first organization with SOC2 compliance standards. I championed the **AWS** infrastructure solutions using **Terraform** while also maintaining various **CI** processes using **GitHub Actions**.

Enthusiast Gaming Inc.

2018 – 2020

Software Engineer – Junior, Full Stack

Designed and developed a proprietary script generation and management tool for the Ad Operations team to aid in deploying ads to various sites. I developed a wide variety of ad tech and ad units, including a VideoJS player and a Golang analytics API boosting collected records from 50% to 80%.

Notable Projects

bflyt-rs (Open Source)

2023 – Current

<https://github.com/ultimate-research/bflyt-rs>

I am leading the development of this open source command-line tool for working with the BFLYT binary format, built with **Rust**. I am responsible for researching and implementing parsers and writers for the various data types contained within the files. My goal with this project is providing a necessary, and streamlined interface to other application developers in the Super Smash Bros. Ultimate modding community.

Ultimate Training Modpack (Open Source)

2022 – Current

<https://github.com/jugeeya/UltimateTrainingModpack>

Redesigned and rebuilt the web based UI with **React**. I conducted research into using the native UI elements and the browser to aid developers in the larger community to better understand supported features. I

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designed and implemented a component system to enable building quick composite menus with the native UI and **Rust**.

Android DnD

2020 – Current

<https://matthewedell.com/projects/1>

Developing tools for users to create, manage, and use all aspects of *Dungeons & Dragons* characters on the go, featuring a custom printable PDF exporter and an exceptionally easy-to-use UI with a light and dark mode. I am responsible for **UI/UX** design and all technical decisions. I plan, estimate, and deliver on all aspects of the project.

Open Columnist (Defunct)

2020

Contributed to the development of the orchestration, allowing for easier and more efficient development. I implemented dependency injection on the **Express** server and optimized state management and reduced boilerplate and reused code.

Education & Certifications

Snowflake Snowpro Core Certification

2023

Toronto Film School

2015

Diploma of Video Game Design and Animation