Matt Wolford
Senior Software Engineer

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Summary

Senior Software Engineer with 10+ years of experience designing, developing, and optimizing enterprise-scale web and mobile applications using C#, NET6+/.NET Core/.NET Framework, React, TypeScript, SQL/T-SQL, and Kotlin. Proven success in building full-stack solutions, modernizing legacy systems, developing RESTful APIs, and improving database performance across healthcare, SaaS, and real estate platforms. Skilled in cloud technologies (Azure, AWS), CI/CD pipelines, Agile/Scrum, API integration, and containerized environments. Recognized for delivering high-quality, scalable software, enhancing system reliability, and driving continuous improvement across cross-functional engineering teams.

Skills

Languages & Frameworks: C#, .NET6+, .NET Core, .NET Framework, TypeScript, Android (Kotlin/Java), Python, JavaScript, Node.js, Entity Framework
Cloud: Azure (Functions, App Service), AWS (Lambda, IAM, S3, DynamoDB, API Gateway)
Databases: SQL Server, SQLite, MongoDB
Frontend: React, Angular, WPF
Practices: Agile, Scrum, MVC, MVVM, Unit Testing, Software Optimization, Cross-Functional Collaboration, Dependency Injection, DevOps
Tools: Docker, SSMS, Visual Studio, VS Code, Android Studio, Pipeline Management, CI/CD, API Management, RESTful API Design, Git, Ubuntu, Containerization

Experience

Full Stack Software Engineer
ShiftKey (B2B Healthcare SaaS) | Cleveland, OH
Mar 2021 – Sept 2025

- Built and enhanced the company's time-tracking web application in an Agile development environment using C#, .NET 6+, MongoDB, React, and TypeScript, improving payroll accuracy for healthcare workers.
- Led Android mobile development using Kotlin, Java, SQLite, and an MVVM architecture; owned release processes and deployment cycles.
- Developed new features that increased user engagement and system usability across both web and mobile apps.
- Performed extensive debugging, testing, and performance tuning to reduce defects and improve post-launch stability.
- Streamlined deployment workflows for both Android and web applications, accelerating release timelines and improving user satisfaction.
- Collaborated across engineering teams to deliver scalable solutions and optimize overall product efficiency.

Software Engineer
PerkinElmer (Biopharmaceutical) | Akron, OH
Aug 2019 – Mar 2021

- Developed SQL Stored Procedures, functions, and custom reports supporting newborn screening systems for 100+ potential medical conditions.
- Optimized data analysis workflows by configuring chemical values and enhancing VB scripts, significantly improving laboratory efficiency.
- Reduced data processing times through optimized SQL solutions, supporting faster clinical decision-making.
- Partnered with scientists and engineers to improve system reliability, accuracy, and compliance.

Software Engineer II
MRI Software (B2B Real Estate SaaS) | Solon, OH
Aug 2017 – July 2019

- Developed and maintained real estate applications using C#, .NET Core, Angular, and SQL.
- Created a C# REST API wrapper to help migrate a legacy desktop application into a scalable SaaS platform.
- Improved application performance and reliability through feature enhancements and SQL query optimization.
- Supported regulatory compliance initiatives by maintaining SQL-based systems and ensuring data integrity.
- Boosted data retrieval performance through targeted database tuning.

Software Engineer
The Reynolds & Reynolds Company (B2B Auto Forms) | Dayton, OH
Nov 2014 – Oct 2015

- Managed and enhanced core business applications built in COBOL and SQL within a Waterfall development environment.
- Improved legacy COBOL performance through code optimization and system analysis.
- Increased application responsiveness by optimizing SQL query performance.
- Designed and developed new WPF UI components to modernize user interfaces and improve usability.

Education

Bachelor of Science in Game Programming - 2017
University of Advancing Technology | Tempe, AZ

- Collaborated on team-based game projects, handling both programming and gameplay/system design responsibilities.
- Translated 2D and 3D design concepts into functional gameplay elements, using Unity and Unreal Engine 4.
- Leveraged physics modeling and math-heavy problem solving to create realistic interactions and simulations.
- Portfolio: matthewwolford.wixsite.com/portfolio