

Matthew Van Doff

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Full Stack Software Engineer with 5 years of experience building performant, polished web applications across frontend, backend, and cloud infrastructure. Strong background in React/TypeScript and product-focused engineering, with experience delivering end-to-end features involving APIs, databases, auth, CI/CD, and AWS.

Skills

Languages: TypeScript, JavaScript, C#, SQL

Frontend: React, Astro, Zustand, Tailwind CSS, Chakra UI, MUI, DevExtreme, GSAP

Backend: Node.js, Next.js, ASP.NET, GraphQL, tRPC, Entity Framework, Prisma

Cloud / Infrastructure: AWS (Lambda, RDS, S3, IAM), Docker, CI/CD, GitHub Actions, Sentry, Serverless Architectures, Infrastructure as Code (IaC)

Data / Auth / CMS: PostgreSQL, MySQL, SQL Server, Firebase, PlanetScale, NextAuth.js, OAuth, Sanity CMS

Build Tooling: Rspack, Webpack, Vite

AI / Developer Tooling: GitHub Copilot, OpenAI Codex, Augment Code, AI-assisted development workflows

Experience

Full Stack Software Engineer, Cyncly <https://www.cyncly.com> July 2024 – Present

Cyncly provides end-to-end software solutions for designers, retailers, and manufacturers in the home improvement and furnishing industries, enabling seamless project planning, visualization, and business management.

- Led migration from Webpack to Rspack, reducing frontend build times by ~93% for a large React/TypeScript codebase.
- Improved frontend developer experience by leading migration from Webpack watch mode to a hot-reloading dev server, accelerating local feedback loops and adoption of a modern development workflow.
- Architected and built the frontend foundation for a major business intelligence initiative, establishing patterns for data visualization, state management, and long-term feature development.
- Modernized legacy global styles and UI patterns, improving maintainability and visual consistency across the application.
- Leveraged Augment Code's codebase-aware assistant to accelerate debugging, refactoring, and feature development.

Technologies used: JavaScript/TypeScript, React, Zustand, DevExtreme, SQL

Senior Software Engineer, Game Builds September 2023 – January 2024

Developed tooling for the popular video game Diablo IV. Role concluded when the startup ceased operations.

- Built major systems for a Diablo IV character builder in React/Next.js, including skill-tree and gear workflows, class mechanics, Paragon board interactions, build sharing, and persisted user builds.
- Architected and implemented a MySQL-backed build persistence system, migrating legacy shared-link serialized payloads into typed, user-owned build records with authenticated CRUD APIs, privacy controls, validation, and backward-compatible legacy link migration.
- Refactored and optimized complex React state/rendering paths, including the interactive Paragon board, eliminating multi-second lag in critical interactions and improving responsiveness for build editing.
- Implemented Battle.net OAuth on Firebase Auth with auth state management, registration, protected routes, user profiles, token-verified build ownership, and public/private saved builds.

- Performed production error monitoring and defect triage by leveraging stack traces, release context, and alerts to identify regressions and improve post-deployment visibility using Sentry.

Technologies used: JavaScript/TypeScript, React, Next.js, Node.js, Sanity CMS, Chakra UI, Prisma, PlanetScale/MySQL, Firebase, Sentry

Software Engineer, Applied Visions <https://www.avi.com>

April 2021 – September 2023

Applied Visions is a custom software development agency based in Long Island, New York.

- **Insurance Network** - Contributed to full stack development of a next-gen social media network for insurance professionals. Led and trained new developers.
Technologies used: JavaScript/TypeScript, React, GraphQL, C#, .NET, ASP.NET, Entity Framework, SQL Server
- **Project Management Platform** - Revamped and refactored front end of an AI-driven GovTech project management platform. Defined new coding standards and mentored peers on best practices.
Technologies used: JavaScript/TypeScript, React, GraphQL, C#, .NET, ASP.NET, Entity Framework, SQL Server

Additional Responsibilities:

- Interviewed developer candidates and collaborated with teams to evaluate candidate qualifications.
- Conducted comprehensive training for a client's intern, including instruction on tech stack, coding standards, and contribution strategies. This mentorship was instrumental in the intern's subsequent transition to a full time Software Engineer role at the client.

Selected Work

Syfr Studio <https://syfr.studio>

Syfr Studio is a SaaS product that streamlines the organization and collaboration efforts of music makers.

- Designed and implemented a comprehensive social media application from the ground up, including features such as connection requests, reactions, comments, and file uploads.
- Implemented advanced functionality such as cancellable multi-part uploads, batched transactional email notifications, permissions, and OAuth authentication.
- Built and deployed cloud infrastructure with CI/CD pipeline to streamline deployments.

Technologies used: TypeScript, React, Node.js, Next.js, tRPC, Tailwind CSS, NextAuth.js (T3 Stack), AWS (Lambda, RDS), PostgreSQL

Education

B.A. in Linguistics | Stony Brook University, Stony Brook, NY | 2015

Certifications

AWS Certified Developer - Associate: Jan 2021 – Jan 2024

AWS Certified Solutions Architect - Associate: Feb 2021 – Feb 2024