

# Mathew Chen

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## Work Experience

### Software Engineer | Common Good Learning Tools

10/2023 – Present

EdTech platform serving school districts and enterprise clients with thousands of users worldwide

- **Designed and owned** a centralized client-side error logging system spanning **multiple production products**, ingesting high-volume events into **MySQL** and exposing actionable insights using a dashboard, reducing debugging time by ~40%
- **Led end-to-end** migration of framework archives and user uploads from local disk to **AWS S3** to reduce local disk usage and storage pressure, while preserving existing access patterns and application behavior
- Improved performance and reliability of **PHP** services by optimizing query patterns, request lifecycles, and shared service endpoints used across products
- Maintained and evolved a versioned **framework archive system** for educational standards, enabling reliable storage, retrieval, and reuse of structured data across multiple products in a Git-like model
- Supported migration of **legacy data and workflows** by writing one-off and reusable scripts, ensuring backward compatibility and data integrity during transitions
- Worked directly with **production MySQL databases** to investigate issues, validate fixes, and support backend-driven features while adhering to safe operational practices
- Developed and refined **user-facing workflows and interfaces** in Vue.js and Vuetify across multiple products
- Led end-to-end development of an internal **GPT-usage observability tool**, enabling **per-feature cost tracking** and token transparency; designed to reduce AI overuse and improve feature engagement

### Software Engineer Intern | Common Good Learning Tools

09/2022 – 09/2023

- Built a **Vue.js-based validation and error-checking interface** for educators and optimized batch-editing logic, **reducing user error rates by 30%** and improving processing speed by **40%**
- Developed **Python automation scripts** to normalize and import large K-12 standards datasets, eliminating manual processing steps for internal teams
- Improved developer velocity by managing Git branch strategies, resolving complex merge conflicts, and performing interactive rebases, **reducing deployment delays by 15%**

### Software Engineer (Capstone Project) | Wondertix

01/2023 – 06/2023

Full-featured ticket sales platform and CRM built for Portland Playhouse

- Collaborated with designers and stakeholders to diagnose and resolve **10+ production issues** in a **Node.js and React** codebase, improving platform stability and user experience
  - Refactored core UI flows from vanilla JavaScript to **React with Tailwind CSS**, improving maintainability and **reducing new-feature development time by 25%**
  - Authored and maintained **Swagger API documentation**, improving cross-team integration and **reducing onboarding time by 20%**
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## Skills

**Programming Languages:** JavaScript, TypeScript, Python, SQL, PHP

**Frameworks & Libraries:** Vue.js, Node.js, Vuex, React, Tailwind CSS, OAuth 2.0

**Databases:** MySQL, MongoDB, PostgreSQL, Supabase

**Tools & Technologies:** Git, Docker, AWS, REST, Postman

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## Education

**Portland State University**

*Bachelor of Science in Computer Science*

**Portland, OR**

*2019-2023*