

Matthew Russell

838 Warder Avenue, University City, MO 63130
(314) 685-5499 mattlruss@gmail.com

Education

University of Minnesota
B.S. Computer Science

Minneapolis, MN
2011 - 2015

University City High School

St. Louis, MO
2007 - 2011

Experience

Stifel Financial
IT Software Developer

St. Louis, MO
Aug 2021 - Current

- Provided legacy code support and maintenance as part of my Agile team for over 30 applications and services, some business critical.
- Assisted teaching multiple classes of non-developers how to install, setup, and use AngularJS with Visual Studio Code to create their own websites.
- Helped mentor Associate Developers and a QA Analyst transitioning into a Developer role in best practices and utilizing new features in C# and Javascript.
- Fixed local development issues with an application implementing the DocuSign API.

Allscripts
Associate Software Developer

Litchfield, IL
Sep 2018 - Aug 2021

- Worked as part of my team in an Agile environment to update C# ASP.NET backend APIs and logic to add new features and maintain the existing codebase.
- Updated website UI with CSHTML, Knockout, Angular, Javascript, and TypeScript, according to specifications laid out by the team's Product Manager.
- Used SQL Server Management Studio to set up SQL tables and data to support new features
- Worked with internal DevOps to create and implement Terraform plans to manage Azure server resources across multiple services and environments.
- Integrated with multiple 3rd party APIs using C# to allow users to automatically upload device readings from Garmin, Fitbit, and iHealth, and accept credit card payments from multiple vendors through TrustCommerce
- Led daily stand-up meetings and retrospectives with my team as Scrum Master for a period of several months.

Skills

C# / ASP.NET / Azure / SQL
Full Stack Development
API Integration
Javascript / TypeScript / Angular / Node.js

HTML / CSHTML / Razor
Python / PowerShell / Bash
GitHub / TFS (Team Foundation Server)
Terraform / C / C++ / Unity / Arduino