Matthew Laux

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Experience

2021 - 2024 **FullStory, Atlanta, Georgia (remote) - Senior Android Developer**
- Developed data capture features in the FullStory SDK, used by customers to identify and fix end-user frustration points in their mobile apps
- Wrote, revised, and implemented architectural design docs for cross-team projects
- Used reverse engineering tools (apktool, Ghidra) to inspect customer apps and debug issues at the bytecode/assembly level

2020 - 2021 **Meta (Oculus), Seattle, Washington - Systems Software Engineer**
- Developed the Shell Environment, a virtual home for three million Oculus Quest 1 and 2 users (Android, C++, OpenGL/Vulkan)
- Profiled graphics performance to maintain ShellEnv memory and CPU budgets under a constrained Android 7 environment
- Integrated ShellEnv with low-level RPC layer linking OS and hardware

2019 - 2020 **Sysco LABS, Austin, Texas - Senior Android Developer**
- Led a team of Android developers in creating the Sysco Shop Android app from scratch, modernizing a mainframe-based application serving 600k customers
- Designed and implemented a unified GraphQL interface over disparate services and data sources to serve React, Android native, and iOS native clients
- Championed unit/UI test coverage and continuous integration against business concerns and deadlines

2018 - 2019 **Upskill, Austin, Texas - Senior Developer**
- Implemented the manufacturing-oriented Skylight Live augmented reality platform on factory floors worldwide (Boeing, Telstra, GE) through head-mounted Android glasses
- Ported existing head-mounted Android app to phone and tablet form factors

2015 - 2018 **Atlassian, Austin, Texas - Android Developer (HipChat and Stride)**
- Led team in implementing functional programming patterns in Stride with RxJava and dependency injection with Dagger
- Created functional tests using Espresso/UiAutomator and unit tests using JUnit
- Worked with shared identity team to implement features in authorization/SSO services

2014 - 2015 **Evernote, Austin, Texas - Android Developer**
- Brought the popular Evernote Web Clipper to Android – used by 90k people daily
- Embraced differences in devices' imaging hardware while working on the app's camera
- Worked closely with QA to discover, fix, and test solutions to bugs

Projects

2017 - present **Arcade UFO, Austin, Texas - Owner and Technician**
- Manage operations, purchasing, maintenance, and finances for a beloved Austin institution in business since 2008
- Design and implement various electronics projects for the arcade, including component selection, schematic capture, PCB layout, assembly, and testing

2016 - 2017 **quasar** - substitute server software for a series of online arcade games
- Used IDA Pro to reverse engineer the game client and develop a server implementation
- Wrote codec for a custom wire protocol used to transmit data between client and server
- Reimplemented an obfuscation function used in the game's RFID card system

Education

2013 - 2016 **The University of Texas**, Austin, Texas
Bachelor of Science and Arts in **Computer Science** with a minor in **Spanish**

Skills

Proficient with **JVM** (Kotlin, Java, Android), **digital electronics** (microcontrollers, discrete logic, test equipment), **C**, **C++**, **Python**, and associated workflow tools