

Matthew Perkins

Software Engineer | Platform Architecture | Technical Leadership

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PROFESSIONAL SUMMARY

Staff Software Engineer with 19+ years of experience setting technical strategy and owning mobile architecture. Guides architecture and engineering standards across 4 teams and 25 engineers, aligning product, QA, and engineering on delivery. Delivered more than 96% connectivity through Android Bluetooth stack development at Tandem Diabetes and 99.8% trip capture through background detection at Arity. Has also developed and supported SDKs and led their integration into other publishers' apps.

CORE SKILLS

Architecture: Technical strategy, platform architecture, architecture governance, system design, SDK ownership

Leadership: Organizational influence, cross-functional execution, partner integrations, mentorship

Reliability and delivery: Bluetooth, background processing, CI/CD, code coverage, GitHub Actions, Jenkins

SDK publishing: JFrog Artifactory, Maven Central, GitHub

Core technologies: Android, Kotlin, Java, Kotlin Multiplatform, Python

PROFESSIONAL EXPERIENCE

Tandem Diabetes | Staff Mobile Software Engineer - Android

January 2024 - Present

- Owned Android Bluetooth stack architecture and development, delivering the company's most reliable implementation with more than 96% average connectivity versus roughly 69% for the previous-generation app and pump.
- Lead 6 developers and coordinated delivery across 4 teams, owning technical decisions, code-review standards, and mobile feature execution.
- Established CI/CD from scratch to give engineers automated pull-request evaluations and deliver builds to internal test tracks. Continue to improve build efficiency and use code-coverage metrics to guide quality initiatives.
- Expanded automated quality checks through unit tests for existing code and AI-assisted code review, including GitHub Copilot.

Arity

Principal Mobile Software Engineer | September 2023 - January 2024

Lead Mobile Software Engineer - Android | November 2019 - September 2023

- Achieved 99.8% trip capture, resolving a failure in earlier SDK versions that caused missed trips unless users reopened the host app. Combined OS activity signals, GPS, and phone sensors to sustain background detection.
- Built the Android Arity SDK to turn phone-sensor data into trip classifications and driving-behavior insights, including hard acceleration, braking, speeding, and distracted driving.
- Enabled SDK adoption across over a dozen host applications and at least 10 partner organizations by aligning API requirements, guiding integrations, and coordinating releases.
- Supported monthly SDK releases by automating builds and tests and publishing Android SDK artifacts through JFrog Artifactory, Maven Central, and GitHub.

FastModel Sports | Senior Mobile Software Engineer - Android

November 2018 - September 2019

- Delivered basketball recruiting and scouting capabilities through 3 Android applications.
- Maintained a consistent cross-platform experience by coordinating feature behavior and implementation with iOS engineers.
- Established automated build and release pipelines to support delivery across 3 Android applications.

Tronc / Tribune Publishing | Senior Mobile Software Engineer - Android

February 2018 - November 2018

- Modernized 10 newsroom applications by migrating Java code to Kotlin and supporting the transition to a new backend CMS.
- Delivered newsroom features and visual designs in collaboration with product teams.
- Improved application reliability by investigating and resolving defects with QA.

Milwaukee Tool

Mobile Applications Architect | November 2016 - February 2018

Senior Mobile Application Engineer - Android | June 2015 - November 2016

- Improved Bluetooth beacon-tracking reliability by 75% and reduced battery drain by nearly 50% in testing through Android background-processing strategies.
- Helped bring ONE-KEY from a third-party proof of concept into production by developing Android features and Bluetooth communication.
- Expanded exploration of new ONE-KEY uses by organizing internal hackathons involving hundreds of engineers across over a dozen teams.
- Established CI/CD pipelines to automate mobile builds and distribution for ONE-KEY.

Tax Airfreight | Programmer Analyst

February 2012 - June 2015

- Helped reduce monthly IT hardware electricity costs by migrating legacy COM applications to .NET, enabling retirement of Windows XP systems and replacement of PCs using 125W CPUs with models using 35W CPUs.
- Supported pickups and deliveries for hundreds of drivers by developing Tax Trax, an internal Android logistics application.
- Supported internal operations and electronic document exchange through application development, web administration, and EDI document mapping and management.

MSI Data | Programmer Analyst

April 2007 - February 2012

- Delivered dozens of applications across mobile, web, and other platforms using C#, VB.NET, T-SQL, Java, and Spring.

FREELANCE EXPERIENCE

Digital Life Solutions | Founder and Software Developer

November 2009 - February 2013 | Freelance, concurrent with full-time roles

- Reached nearly 1.1 million users at peak across free and paid versions of Checkbook, an Android checkbook ledger built in Java using Eclipse.
- Checkbook was featured in Daniel Begun's Amazing Android Apps for Dummies and selected as Amazon's Free App of the Day on September 2, 2011.
- Built and maintained the Mequon Police Department website using ASP.NET, C#, and SQL Server, supporting its public web presence until services moved to a consolidated city website.
- Gave Soups On owners direct control over their website content through an admin portal for menus, prices, business details, and daily specials. Built the site using ASP.NET, C#, and SQL Server.

ADDITIONAL TECHNOLOGIES

C#, VB.NET, .NET, ASP.NET, SQL Server, T-SQL, Spring, EDI

EDUCATION

Bachelor of Science in Computer Science, Concordia University Wisconsin