



Matt Pengelly

Contact

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Relevant sites

Website: <https://mattpengelly.com>

Github: <https://github.com/mcpengelly>

LinkedIn: <https://www.linkedin.com/in/matt-pengelly-575ba886/>

Profile

Professional Summary:

Software Developer with over 9 years of experience in building, deploying, and maintaining customer-facing apps and websites. Specializing in Swift for AppleTV and iPhone apps, with significant contributions to high-profile projects like WarnerBros Discovery's Max Streaming App, HBOMax, LocalNow, NetworkTen and Redbox brands. I highly encourage you to check out my Github page for a glimpse of my coding experience and projects.

Key Skills and Technologies:

- Proficient in Swift, with extensive experience in full-stack web development: react/reactnative, nodejs, etc.
- Expertise in collaborative workflows including pull requests, code reviews, unit tests, automated pipelines, and QA collaboration.
- Strong background in working with large codebases, both in team settings of various sizes and individually.
- Experience leading a development team of 10+ developers within a larger cross-functional group of 30+ members.

Professional Highlights:

- Contributed to multiple world-class applications used by millions, enhancing user experience and performance.
- Proven track record in efficiently navigating and improving complex codebases.
- Effective in implementing best practices in coding standards, documentation, and team collaboration.

Experience

Staff Software Developer

WarnerBros Discovery, WarnerMedia, You.i TV (through acquisitions)

August 2019 - Present (4+ years) | Ottawa, Ontario

- Played a crucial role in the development of Max (WarnerBros Discovery) and HBOMax (Warnermedia) streaming apps for AppleTV, iPhone, iPad, and Xbox. For HBOMax, specifically contributed to client-side framework for dynamic content rendering, integration of parental controls in Kids Profiles, video player enhancements, and AppleTV NowPlayingInfo API integration among other contributions.
- As Tech Lead for the LocalNow streaming app for approximately one year, led a team of 40+ in delivering localized content across multiple platforms (AndroidTV, AppleTV, FireTV, Roku, Android and iOS devices). Focused on advertising and video solutions, particularly for Roku and Android TV.
- React Native Developer for multi-platform video streaming applications, including Redbox and 10play brands, with an emphasis on React Native development.

Key Achievements:

- Over 130+ Merged Pull Requests for HBOMax, significantly contributing to its growth to over 90 million subscribers.
- Successfully led the LocalNow project, achieving high app ratings and substantial downloads on both iOS (4.3 rating, 100k+ downloads) and Google Play (4.0 rating, 400k+ downloads).
- Actively involved in key architectural decisions and feature implementations, particularly for the HBOMax project.
- Demonstrated ability to a dynamic work environment with multiple company mergers while maintaining high-quality software development standards.

Software Engineering Sr. Technical Analyst - Kandy SDK Team at Ribbon Communications

1 year 1 month | Ottawa, Ontario

- Spearheaded front-end development for a Real-Time Communications SDK using JavaScript/ES6, WebRTC, and Redux, enhancing call, video, and messaging functionalities.
- Collaborated using Git, GitHub, and JIRA, adhering to Git-flow standards, and actively participated in code reviews and Agile methodologies.
- Developed and maintained the Developer Portal, employing JS, HTML, SASS/CSS, and Jekyll, and created comprehensive Confluence documentation for team use and onboarding.
- Streamlined development workflows through npm scripts for coding standards and bash scripts for task automation.

Software Application Developer at i-Sight Software

3 years 1 month | Ottawa, Ontario

- Led full-stack web development for enterprise solutions using NodeJS, BackboneJS, and RESTful services.
 - Utilized JavaScript, NodeJS, PostgreSQL, and various front-end technologies; experienced in Java, XML, and LotusScript.
 - Practiced Agile/Scrum and used JIRA for project management, focusing on database management and web app maintenance.
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Education

Game Development Advanced Diploma in Computer Programming

Algonquin College of Applied Arts and Technology (2010 – 2014)

- Developed skills in C#, JavaScript, ObjectiveC, and ActionScript.
- Trained in graphics programming, 3D modeling, UI design, and project management.
- Focused on SVN version control and project development life cycle.