

Matt Cowley

Get in touch:

me@mattcowley.co.uk

What I do:

Open-Source Maintainer @ Alveus Sanctuary 🌍

Maintainer of cdnjs.com @ Cloudflare 🛠️

Open-Source Maintainer @ Jingle Jam 🌸

What I'm interested in:

Software Engineering, Full-stack Development (Node.js, React, Vue) 💻

Open-Source Advocacy, Community Management, Developer Relations 🗣️

Live Production, Live Broadcasting (Livestreaming, Radio, Theatre) 🎤

Stage Management, Production Electrics, Lighting 💡

Education:

BSc Computing; 1st Class Honours @ University of Buckingham (2020 - 2021) 🎓

AAB in Computer Science, Maths & Business Studies at A Level (2012 - 2019) 📖

Recognition:

OpenUK's 2022 New Year's Honours List Honouree 🏆

Location:

Beaconsfield, Buckinghamshire, United Kingdom 📍

Approximately 30 minutes outside central London 🚗

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Featured Projects and Experience

Senior Software Engineer II @ DigitalOcean

June 2019 - October 2024

(Community, Engineering, Open-source)

Helping millions of developers easily build, test, manage, and scale applications of any size - faster than ever before.

<https://digitalocean.com> / <https://github.com/digitalocean>

Leading the architecture and development of a new stack for the marketing (WWW) + community websites. Deploying a static Next.js client for reliability, with Node.js microservices for interactivity. Building an in-house CMS to allow marketers and content publishers across the company to easily get content onto the site, with an experience we can customise to their needs.

Part of the core team for [Hacktoberfest](https://hacktoberfest.com) (<https://hacktoberfest.com>), leading the engineering and providing advice on the event direction/mechanics. Developing an API service that integrates with GitHub and GitLab to track PR/MRs each year, processing millions of events in the background each day, with an OpenAPI specification shared with the team for the client-side website implementation. Running the [Hacktoberfest Discord](https://discord.gg/hacktoberfest) (<https://discord.gg/hacktoberfest>) community of 70 thousand members, and working with the volunteer moderation team to ensure a welcoming and inclusive environment for all participants.

Building, maintaining, and advocating for, many open-source projects such as [NGINXConfig](https://www.digitalocean.com/community/tools/nginx) (<https://www.digitalocean.com/community/tools/nginx>) and [do-markdownit](https://github.com/digitalocean/do-markdownit) (<https://github.com/digitalocean/do-markdownit>). Working with community contributors to triage issues reported on GitHub effectively, shipping new features based on community issues and pull requests. Pushing for our community to have the best experience possible on our website when reading tutorials, asking and answering questions, or just browsing.

Forming a new Availability mission within DigitalOcean focused on customer uptime. Improving the incident process to drive down the resolution time for customer- and internal-impacting issues, as well as improving the post-incident review process to extract learnings for future service improvement. Working with the support team to improve the speed and quality of public communications on the status page during incidents.

Open-source Maintainer @ Alveus Sanctuary

March 2023 - Present

(Engineering, Open-source)

Educating the world from the web, Alveus is a non-profit virtual education center following the journeys of non-releasable exotic ambassadors.

<https://www.alveussanctuary.org> / <https://github.com/alveusgg>

Working with the team at Alveus Sanctuary and other volunteer developers, rebuilding the entire website for the non-profit from the ground up, replacing their legacy WordPress-based site that had many performance and maintainability issues with a modern Next.js-based stack.

Creating an [open-source organization on GitHub](https://github.com/alveusgg) (<https://github.com/alveusgg>) where the code for the site is available for anyone to view and contribute to, as well as providing a centralized place for other open-source projects related to Alveus to live, allowing a community of developers to come together to help the sanctuary.

Supporting the team at Alveus in launching new interactive features to engage with viewers of the [Twitch livestreams](https://www.twitch.tv/alveussanctuary) (<https://www.twitch.tv/alveussanctuary>), such as giveaways and push notifications, allowing them to grow the community, provide more education to the world, and raise more funds to continue operating.

Open-source Maintainer @ cdnjs / Cloudflare

October 2018 - Present

(Community, Engineering, Open-source)

The #1 free and open source CDN built to make life easier for developers.

<https://cdnjs.com> / <https://github.com/cdnjs>

Working with external contributors and the team at Cloudflare to maintain and ensure the reliability of service for cdnjs, the world's largest public CDN. Responding to [GitHub issues and pull requests](https://github.com/cdnjs/packages) (<https://github.com/cdnjs/packages>), adding new libraries to the CDN for developers to use, and ensuring existing libraries remain up-to-date.

Developing and maintaining the [cdnjs website](https://github.com/cdnjs/static-website) (<https://github.com/cdnjs/static-website>), [cdnjs API](https://github.com/cdnjs/api-server) (<https://github.com/cdnjs/api-server>), and related tooling (such as the status page and metrics worker).

Continuing to work with sponsoring companies such as [Algolia](https://www.algolia.com) (<https://www.algolia.com>), [Atlassian Statuspage](https://www.atlassian.com) (<https://www.atlassian.com>), and [Sentry](https://sentry.io/welcome) (<https://sentry.io/welcome>) to retain and grow the sponsorships that we have for their services that help keep cdnjs running.

Open-source Maintainer @ Jingle Jam

November 2023 - *Present*
(Engineering, Open-source)

The world's biggest gaming charity event - which has raised over £25 million for charity through their yearly fundraiser livestreams.
<https://www.jinglejam.co.uk> / <https://github.com/jinglejam>

Developing and maintaining an [open-source Discord bot](https://github.com/jinglejam/jinglebot) (<https://github.com/jinglejam/jinglebot>) for the Jingle Jam charity event, allowing viewers to easily check the current total raised and other statistics about the event, as well as providing automated update announcements in the Jingle Jam server.

Collaborating with the [Yogscast](https://www.yogscast.com) (<https://www.yogscast.com>) team to provide a similar set of statistics commands for the [Twitch livestream](https://www.twitch.tv/yogscast) (<https://www.twitch.tv/yogscast>) chat bot, also maintained as an [open-source project](https://github.com/TheYogscast/Jaffa3Community) (<https://github.com/TheYogscast/Jaffa3Community>).

Web Developer @ Rythm

March 2021 - January 2022, November 2017 - May 2018
(Engineering)

You, your friends, and some good tunes. Rythm makes it possible to listen to your favourite music with all your friends.
<https://rythm.fm>

Working with the team at Rythm to deliver a unique website experience for the over 20 million communities using Rythm and exploring the features of the service, utilising [Nuxt.js](https://nuxtjs.org/) (<https://nuxtjs.org/>) statically exported via a custom CI pipeline and deployed to internal Kubernetes infrastructure for resiliency.

Developing a fully client-side checkout experience for new customers, integrating directly with an in-house payments API as well as with Chargebee and Stripe to provide a seamless flow for the user, allowing them to quickly gain access to paid features of the service online.

Previously, worked with a team of developers to build the original web dashboard for Rythm in PHP (Laravel), integrating with the private API for the bot. Also, developing ancillary support bots for the team, such as support automation and donations integrations, and assisting in providing technical customer support.

Chief In-House Electrician @ Young Theatre

February 2014 - September 2019
(Live Production)

A youth theatre group run by young people for young people.
<https://www.youngtheatre.org.uk/>

Part of the crew for over 30 productions, both in-house and visiting. Often the production/stage electrician during performances put on by the theatre company, responsible for practical effects and overall power distribution during productions.

Responsible for continual maintenance of all electrical equipment within the theatre company, including lighting fixtures, power distribution, control equipment, etc.

Training new members of the crew on basics electrical safety, how to wire common connectors used in the theatre, and the basics of power and lighting in the venue.

Responsible for the installation, wiring and checking of any practical effects used in productions, ensuring they are safe to be used on stage.

Programme Controller @ Blink FM

October 2014 - September 2017
(Live Production, Live Broadcasting)

A local, youth-run radio station that broadcasts online to all and via FM radio to areas of South Bucks.
<https://internetradiouk.com/blink-fm/>

Responsible for coordinating with different presenters to establish an ongoing, flexible schedule for when shows are on air, ensuring that all content follows [Ofcom guidelines](https://www.ofcom.org.uk/tv-radio-and-on-demand/broadcast-codes/broadcast-code) (<https://www.ofcom.org.uk/tv-radio-and-on-demand/broadcast-codes/broadcast-code>) and is safe to broadcast on air.

Assisting youth presenters in the studio to ensure that their shows run smoothly and are broadcast successfully, training and aiding them in using studio equipment including the Auto DJ and Myriad systems.

Working with the Blink team and the parent team at Wycombe Youth Action to continue to grow the radio station, including acquiring new and improved equipment, as well as developing a new website and graphics package for the station to boost the brand.

