

# Matt Cowley

Get in touch:

[me@mattcowley.co.uk](mailto:me@mattcowley.co.uk)

## What I do:

Senior Software Engineer II @ DigitalOcean 🏠

Maintainer of [cdnjs.com](https://cdnjs.com) @ Cloudflare 🌩️

Developer Relations @ [js.org](https://js.org) 📧

Open-source maintainer & avid supporter 📖

## What I'm interested in:

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

Community Management, Developer Relations, Open-Source Advocacy 🌱

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) 📄

## Location:

High Wycombe, Buckinghamshire, United Kingdom 📍

Approximately 45 minutes outside central London 🚗

[@v4.fyi/twitter](https://v4.fyi/twitter) [@v4.fyi/github](https://v4.fyi/github)  
[@v4.fyi/discord](https://v4.fyi/discord) [@v4.fyi/sponsors](https://v4.fyi/sponsors)

[@v4.fyi/bluesky](https://v4.fyi/bluesky) [@v4.fyi/mastodon](https://v4.fyi/mastodon)

[@v4.fyi/wtf](https://v4.fyi/wtf) [@v4.fyi/mastodon](https://v4.fyi/mastodon)

## Featured Projects and Experience

### Senior Software Engineer II @ DigitalOcean

June 2019 - Present

(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>

Architecting and leading the development of a unified stack to support the Community and WWW (marketing) sites, based on a Next.js client statically exported and served by a CDN, integrating with a set of Node.js API micro-services to provide interactivity for content as well as refreshing exported pages on the CDN, all deployed on multi-DC Kubernetes infrastructure. Collaborating with stakeholders across the company to understand their needs and requirements for the site, ensuring we're doing what's best for them and our wider community, and delivering on those requirements with continual improvements to the stack.

Part of the core team for [Hacktoberfest](https://hacktoberfest.com) (<https://hacktoberfest.com>) as the lead engineer, developing the internal API service that integrates with [GitHub](https://github.com) (<https://github.com>) and [GitLab](https://gitlab.com) (<https://gitlab.com>) to track PR/MRs each year. Maintaining an internal OpenAPI specification for the development team to use when building the user-facing website. Leading the [Hacktoberfest Discord](https://discord.gg/hacktoberfest) (<https://discord.gg/hacktoberfest>) community of 60 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 and [Community Tools](https://github.com/search?q=topic%3Adigitalocean-community-tools+org%3Adigitalocean&type=Repositories) (<https://github.com/search?q=topic%3Adigitalocean-community-tools+org%3Adigitalocean&type=Repositories>), 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.

Running outreach programs for super-users on the Community site and open-source contributors, rewarding active members answering questions and new contributors to [DigitalOcean](https://github.com/digitalocean) maintained open-source repositories on GitHub (<https://github.com/digitalocean>). Thanking them for getting involved with our community and rewarding them with a swag pack.

### 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 the team at [Cloudflare](https://cloudflare.com) (<https://cloudflare.com>) to maintain and ensure the reliability of service for cdnjs, the world's largest public CDN, as we continue to serve over 230 billion requests a month (<https://github.com/cdnjs/cf-stats>) to over 13% of websites on the internet (<https://w3techs.com/technologies/details/cd-cdnjs>).

Assisting external contributors wanting to add libraries to cdnjs by ensuring we respond on GitHub to issues that are being created and reviewing any pull requests submitted by contributors to add new libraries. Providing support to users that reach out to the [cdnjs Twitter account](https://twitter.com/cdnjs) (<https://twitter.com/cdnjs>) and triaging any reported issues.

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/software/statuspage) (<https://www.atlassian.com/software/statuspage>), 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 @ 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 \(https://www.alveussanctuary.org\)](https://www.alveussanctuary.org) 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 [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.

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## Developer Relations @ js.org

October 2018 - *Present*

(Community, Open-source)

js.org provides free js.org subdomains to JavaScript projects on GitHub for free through GitHub.

<https://js.org> / <https://github.com/js-org/js.org>

Directly responsible for triaging issues and reviewing pull requests made by third-party developers requesting their custom js.org subdomains on the [js.org GitHub repository \(https://github.com/js-org/js.org\)](https://github.com/js-org/js.org), ensuring they meet our standards for being granted a free subdomain.

Building out [automation to handle the annual cleanup \(https://github.com/js-org/js.org-cleanup\)](https://github.com/js-org/js.org-cleanup) of the js.org active file to ensure all subdomains are valid, liaising with contributors on subdomains which have failed checks to resolve any issues.

Working with the js.org team and external contributors to continually improve the PR review process and domain management systems through continuous integration (CI) and automation, removing the need for manual human intervention where possible.

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## 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.

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## 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.

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## 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.