Matt Miermans

Experience

Bonafide (bonafide.co)

A shared address book to help sales teams get a warm intro via their colleagues. Founded by Mike Greenfield (first data scientist at PayPal and Linkedin) and Brian Leung. Investors include Mike Speiser (Sutter Hill) and Mike Maples (Floodgate).

Palo Alto, CA

Software Engineer

Nov '14 – present

- Applied a broad range of software engineering and product skills for full stack web development, using Python (Pyramid), Backbone.js and MySQL.
- Implemented faceted search (location, company, title) of millions of profiles, with auto-complete and ordering and filtering that's unique to each user.
- Built a product walkthrough for onboarding new members using CSS animations and transitions.
- In charge of crawling public data sources to enrich contact profiles, including avatars (68% coverage) and employment information (64% coverage).
- Designed and implemented a LinkedIn crawler that downloads 20,000 profile pages per day.
- Developed DevOps skills while maintaining servers on AWS; designed our database backup scheme.
- Built a secure server that stores Google OAuth tokens and is only accessible internally through SSL.

Coosto (social media monitoring)

EINDHOVEN, THE NETHERLANDS

Software Engineer

June 12 – March 14

- Built web spiders in Python to extract structured data from forums, blogs and job postings.
- Coordinated the development of an internal Backbone.js tool to create XPath and regex rules for parsing HTML pages, and assist the QA process.

KempenHills (web development)

EINDHOVEN, THE NETHERLANDS

Software Engineer

May '11 – May '12

Used geocoding to map out thousands of monuments. Built an educational website about monuments.

Education

Eindhoven University of Technology (TU/e)

EINDHOVEN, THE NETHERLANDS

Master degree in Computer Science & Engineering

2010 - 2014

Focused on algorithms. Designed an algorithm to automatically generate metro maps using Bézier curves, which generated significantly better maps than previously published work.

Fontys University of Applied Sciences

EINDHOVEN, THE NETHERLANDS

Bachelor degree in Information Technology

2006 - 2010

Semester-long internship at TASS: Built an embedded application in C++ to live-stream video with a digital signal processor, using speech recognition to add subtitles of what is being said.

Semester-long internship at Oce: Implemented a real-time logging library in C that performed 40% faster than the pre-existing code.

Technical Skills

Python, C++, Javascript, Backbone, jQuery, require.js, HTML, CSS, REST, Git, Linux bash, MySQL, AWS EC2.

Interests

Cycling, chess, VR, AI, reading. Created an AI to play the board game 2048: http://32768.eu.