

Matthew Kerr

Full-Stack Software Engineer · CS × Industrial Design · Sydney, Australia

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Full-stack engineer with a background in industrial and media design. I bring product intuition and design sensibility to every layer of the stack. Experienced building distributed systems, developer tooling and customer-facing features across Atlassian and Fingermark. Driven by hard problems, clean solutions and software that's genuinely great to use.

EXPERIENCE

Graduate Software Engineer · Atlassian

Sydney, Australia

▶ Commencing February 2026, full-time.

Feb 2026 – Present

Junior Software Engineer · Fingermark

Wellington, New Zealand · AI-powered drive-thru technology for enterprise QSR brands

- ▶ **Heartbeat Service:** Designed and deployed device monitoring across 1,200+ devices (Prometheus, Grafana, CloudWatch Alarm → Slack); cutting incident response from hours to minutes and enabling proactive detection before customers reported issues.
- ▶ **Catch Me Up Reports:** Architected a full-stack LLM-powered daily/weekly email digest using cron, AWS Step Functions and a React-to-HTML pipeline; sharing components across the web app dashboard and emails, with cross-client compatibility across Outlook, Gmail, Apple Mail and mobile clients.
- ▶ **E2E Testing Pipeline:** Built automated Selenium and Jest suite covering 50+ features across core services; directly caught a P1 production outage before customer impact.
- ▶ **Parallel Deployment Pipeline:** Parallelised multi-account, multi-region AWS deployments via Bitbucket child pipelines; reducing deploy time from 1.5 hrs to ~17 min; proved critical during an on-call hotfix. Developed dynamically to support future customers.
- ▶ **Observability, Auth & Staging:** Implemented AWS X-Ray + Sentry across 7 services. Documented JWT permission normalisation RFC and delivered the authorisation service. Established staging environments enabling SOC 2 compliance.

Mar – Dec 2025

Software Engineering Intern · Atlassian

Sydney, Australia

- ▶ **Notifications Platform:** Scoped, planned and delivered granular, product and date filtering and search on the full-page notifications experience; incorporating direct customer feedback and driving UX/UI improvements across a product used by millions.
- ▶ **Feature Experimentation:** Ran feature gate experiments and dogfooding deployments to safely validate changes at scale.
- ▶ **Team Rituals:** Facilitated all team ceremonies across the internship; techops, sprint planning, standups and retrospectives.
- ▶ **CEO Recognition:** Intern project received recognition from the CEO.

Nov 2024 – Feb 2025

Software Engineering Intern · Fingermark

Hastings, New Zealand

- ▶ Built React/TypeScript dashboard features and custom widgets for 40+ Chick-fil-A pilot sites; developed GraphQL queries, Lambda + DynamoDB backend templates, and Storybook stories; contributed to computer-vision data annotation for the EyeCue product.

Dec 2023 – Nov 2024

Computer Science Tutor · Victoria University of Wellington

Wellington, New Zealand

- ▶ One-on-one and group tutoring in core CS(Java, data structures, algorithms), marking and student feedback.

2023

EDUCATION

Bachelor of Science — Computer Science · Victoria University of Wellington

Major: Computer Science · Minor: Industrial Design · GPA 8.0 / 9.0

Dean's List 2022, 2023 & 2024 · Tangiwai Scholarship

2022 – 2025

CERTIFICATIONS

AWS Certified Cloud Practitioner · Amazon Web Services

2024

SKILLS

Languages	TypeScript · JavaScript · Java · Python
Frontend	React · React Native (Expo) · Tailwind CSS · HTML/CSS · Redux · GraphQL · Figma · Storybook · Adobe
AWS	Lambda · SQS · DynamoDB · IAM · CloudWatch · CloudFront · X-Ray · CloudFormation · EC2 · S3
Backend	Node.js · REST APIs · PostgreSQL · Docker · Terraform
Testing	Jest · Selenium · JUnit · CI/CD
Observability	Prometheus · Grafana · CloudWatch · Sentry · AWS X-Ray

PERSONAL PROJECTS

Settla - Group Management App — *React Native · Expo · TypeScript · iOS · Android · Web · Supabase*
Full-stack group management app built with Expo, deploying to web, iOS and Android from a single shared monorepo.

Captain's Conquest 2D Platformer — *Java · MVC · Streams*

Built and published a 2D platformer in Java featuring immersive gameplay, dynamic game states, enemy AI logic, and a GUI.

ML Classifiers (Genre & Fruit) — *Python · Machine Learning*

Developed and trained a model to accurately identify fruits based on unique images. Implemented Transfer Learning using CNN and image preprocessing.