

Matthew Kulka

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SUMMARY

Frontend-focused Software Engineer with 4+ years spanning product development and test automation, specializing in React, TypeScript, and Next.js. Shipped 15–20+ production features on a large-scale, multi-community platform serving major sports organizations, and—embedded as an SDET at Meta—built end-to-end test automation for Facebook and Instagram. Builds full-stack, AI-integrated applications end to end (RAG-powered tools, 3D/WebGL, and real-time collaborative UIs) and uses GitHub Copilot and OpenAI tooling daily to accelerate delivery.

EXPERIENCE

Frontend Engineer

Jul 2024 – Mar 2026

Drund • Remote

- Owned the admin frontend workstream end to end on a large-scale, multi-community platform serving **major sports organizations**—architecting and delivering complex admin flows as the second frontend engineer behind the team lead.
- Shipped 15–20+ full features and 100+ pull requests to production, building responsive, accessible React + TypeScript interfaces in close partnership with design and backend teams.
- Led a TypeScript migration across large portions of the codebase, improving type safety and setting frontend standards; rebuilt legacy Django-template views as modern React components for better performance and maintainability.
- Built and maintained a reusable internal component library from Figma design specs, and implemented Redux state management, REST API integrations, and Jest unit tests across a Vite/Webpack build toolchain.

SDET — Software Development Engineer in Test

Jul 2022 – Aug 2023

Solvd, Inc. (embedded at Meta) • Remote

- Embedded within Meta engineering teams to build and maintain end-to-end automated test suites for Facebook and Instagram across web, iOS, and Android using Selenium, Mocha, Chai, and Jest.
- Authored hundreds of automated test cases across critical user flows, strengthening release confidence in a high-velocity, enterprise CI/CD environment.
- Partnered directly with Meta engineers in a large Agile organization, gaining deep exposure to production release processes and cross-team quality practices.

Software Engineer — XR / VR

2021 – 2022

Resilience, Inc. • Part-time

- Developed a social-emotional learning (SEL) virtual-reality application for the Meta Quest platform using Unity and C#, delivering immersive XR experiences for children in school environments.

SELECTED PROJECTS

Full portfolio at github.com/MattKulka

Berea — AI-powered Bible-study companion: RAG-grounded Q&A with citations, a semantic cross-reference explorer, notes, and spaced-repetition memorization decks. *React, TypeScript, RAG, OpenAI, vector search* • berea-sage.vercel.app

Forge — Interactive 3D product configurator with real-time orbit, live recoloring, switch/layout swapping, dynamic pricing, and PNG export. *React Three Fiber, WebGL, TypeScript*

Overlay — Real-time collaborative whiteboard (Figma/Excalidraw-style) built on a hand-written Canvas 2D render loop with conflict-free multiplayer sync. *TypeScript, Yjs (CRDT), Canvas, WebSockets* • overlay-seven-smoky.vercel.app

Pulse — Live earthquake analytics dashboard streaming the real USGS feed into D3-in-React charts with brush cross-filtering. *React, TypeScript, D3.js, Vite* • pulse-eight-gamma-93.vercel.app

Revenant — Browser puzzle game where you cooperate with bit-exact deterministic replays of your own runs; 24 levels, rollback netcode, Rust port. *JavaScript, Canvas, Rust* • revenant-zeta.vercel.app

EDUCATION

B.S., Computer Science & Mathematics

Dec 2022

Youngstown State University

Software Engineering Bootcamp — Thinkful / Chegg Skills • Won cohort hackathon (fintech portfolio-tracking platform)

TECHNICAL SKILLS

Languages: TypeScript, JavaScript (ES6+), Python, Java, C#, HTML5, CSS3, SQL

Frameworks & Libraries: React, Next.js, Node.js, Express, Redux, React Three Fiber, D3.js, GSAP

Testing & QA: Jest, Selenium, Mocha, Chai, end-to-end automation across web, iOS, and Android

AI & Tooling: RAG, LLM / OpenAI API integration, embeddings & vector search, GitHub Copilot, prompt engineering

Backend, Build & Data: REST APIs, GraphQL, PostgreSQL, NoSQL, Vite, Webpack, Git / GitHub, CI/CD, Vercel

Design & Practices: Figma, design systems & component libraries, responsive & accessible (WCAG) UI, Agile / Scrum