

Matt Gleich

Software Engineer [Graduating May 2027]

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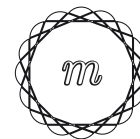
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Experience



Synthient | Software Engineering Intern

Jan 2026 - Present

- Developed an agentic pipeline that implemented, tested, and documented SDKs from scratch in 10 languages using OpenAPI.
- Independently developed the Synthient CLI and Go SDK for IP and domain intelligence, paginated Parquet snapshots, and cancellable real-time feeds; automated CLI releases across macOS, Linux, and Windows.
- Automated ClickHouse backups for terabytes of data with Go: hourly Parquet exports to S3-compatible storage, deduplication, concurrent historical backfills, and Prometheus monitoring.
- Centralized API metrics and logs across development and production with Docker, Grafana, Prometheus, Loki, and Alloy.
- Enabled customer integrations, threat intelligence queries, and migrations from competing platforms through Codex and Claude Code plugins and an eight-tool Model Context Protocol (MCP) server.
- Improved React documentation rendering and accessibility; added interactive onboarding and Markdown exports for AI tools.



KCF Technologies | Associate DevOps Engineer

Jun 2025 - Dec 2025

- Implemented transactional role-management endpoints in Rust with Axum, SQLx, and PostgreSQL for three permission levels.
- Provisioned EC2, Lambda, IAM permissions, and KMS access through Terraform across AWS accounts and environments.
- Migrated Packer AMI pipelines from Azure DevOps to GitHub Actions, reducing CI costs and improving reliability.
- Standardized monorepo builds, linting, and infrastructure validation by refactoring shared CI/CD, shell, and Docker tooling.



Stainless | Engineering Developer

Jun 2022 - Dec 2022

- Implemented a customer-facing REST API with Node.js and Express, enabling programmatic access to the platform.
- Automated SDK generation and delivery from OpenAPI changes via a GitHub Action in customer CI, replacing manual emails.
- Owned product CI/CD, implementing GitHub Actions workflows for testing, building, and deployment.



Rootly | Contracted Developer

Feb 2021 - Dec 2021

- Created Rootly's original Go/Cobra CLI for deployment execution, status, and metadata reporting from terminals and CI/CD.
- Automated multi-platform CLI releases with GoReleaser, GitHub Releases, installation scripts, and Homebrew.
- Implemented a Docker GitHub Action and wrote customer documentation and examples for deployment reporting.



Bottomline Technologies | Cloud Automation Intern

Jun 2021 - Aug 2021; Jun 2020 - Aug 2020

- Rewrote a Python module automating weekly Puppet releases, supporting updates to over 10,000 virtual machines across private data centers on two continents.
- Automated documentation in Go and GitLab release notes; contributed reusable CI/CD and GitOps pipeline components.
- Helped diagnose and resolve defects in Terraform, Puppet, and Kubernetes platforms used in private data centers.

Projects

lcp | Lightweight Cache & Proxy

Jun 2023 - Present

- Aggregated REST and GraphQL APIs in a Go backend with microsecond in-memory responses; kept cached responses available across restarts and upstream outages using generics, polling, webhooks, and disk persistence.
- Streamed live updates with Server-Sent Events, change detection, and buffered channels that isolated slow clients.
- Deployed with Docker, Redis, and MinIO; automated tests, linting, image publishing, and deployments via GitHub Actions.

mattglei.ch | Personal Website

Jun 2024 - Present

- Implemented progressive loading and live project, music, and fitness updates in SvelteKit and TypeScript using concurrent requests and Server-Sent Events; added playlist pagination, retries, and cancellation to prevent stale updates.
- Enabled mdsrv posts with live data, Svelte components, automatic discovery, and frontmatter, removing per-post route files.
- Automated asset preparation with Go: image dimensions, BlurHash previews, font CSS, and preload tags for photos and fonts.

Skills

AI tooling MCP servers, Codex, Claude Code, agentic loops, SDK generation, validation, skills, hooks, local models
Programming Go (Golang), TypeScript, JavaScript, Python, Rust, SQL, Bash, HTML, CSS, Unit Testing
Development Git, GitHub, REST APIs, SDKs, CLIs, PostgreSQL, GraphQL, Redis, S3, SvelteKit, Node.js, Express, Axum, SQLx
Engineering Object-Oriented Design, Concurrency, gRPC, Protobuf, OAuth2, Webhooks, Server-Sent Events (SSE)
Infrastructure Docker Compose, AWS, Terraform, Kubernetes, Puppet, GitHub Actions, CI/CD, Prometheus, Grafana, Loki

Education



Rochester Institute of Technology

Aug 2022 - Expected May 2027

Bachelor of Science in Computer Science Five-year co-op program