# MATTEO TANCA

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## OBJECTIVE

**I am a hands-on Software Architect and Tech Lead with 15 years of experience across Gaming, Entertainment/Social Media (B2C & B2B), and AdTech.**

I have spent my entire career in startup and scale-up environments, often building products and services from the ground up (scaling consumer products from zero to 1M+ users, and B2B / AdTech services to 100k+ requests per second).
Beyond technical execution, I have played a key role in building and shaping the teams behind them.
I currently focus on **Rust,** particularly in the context of **high-performance, distributed backend systems**, but I also have extensive professional experience with **JavaScript**, as well as knowledge of TypeScript, Python, and Java.

## EXPERIENCE

**Backend Lead**                                                         July 2023 - Currently Working
Matchday, Remote

In July 2023, I joined Matchday and was soon established as the Game Studio Backend Lead, architecting and leading the implementation of the Matchday Champions backend.
I designed and implemented large portions of a multi-service, low-latency backend in Rust, scaling it from zero to 1M+ users.

Currently, I lead a team of 7 remote developers, contributing to the technical roadmap and mentoring engineers, while remaining deeply hands-on.

**Core Responsibilities:**
• Design and implementation of a multi-service, low-latency game backend (100% Rust)
• Technical leadership and mentorship of a fully remote team
• Design and implementation of K6 E2E and load testing suites
• Collaboration with Product and Design to distill feature specs into actionable technical plans

**Key Technologies:** Rust, gRPC (tonic), GraphQL (juniper), Postgres, Redis, K6, Kubernetes (K8s), Grafana, OpenAI API, AWS

## Technical Lead

Quintesse / Vibrant Media, London (UK) [Remote]

In June 2021 I was offered the Tech Lead position at Quintesse, in recognition of the key contributions made as a consultant in the previous 3 years.

**Main projects**:
- **Quintesse public API**: designing and leading the implementation of new features and custom client integrations for the Quintesse REST API services, developed in JavaScript / TypeScript (Node.js).
- **Real Time Data Provider**: architecting and implementing additional functionalities for our high-traffic, low-latency DSP (Xandr, Avocet) contextual integrations, as well as iterating on the existing Rust codebase to increase performance and reduce deployment costs.
- **PrebidJS integration**: leading the development of a brand new header-bidding integration, via PrebidJS.
- **Quintesse customer dashboard** (Python/Flask backend, React frontend): updated based on the latest Quintesse API functionalities,
- **Adprovider Waterfall**: integrated new third-party providers in our internal waterfall Java (Spring) service, and eventually refactored monolithic legacy repository into microservices.

**Core responsibilities**:
- Design and implementation of high-performance, highly-scalable services in Rust and Node
- Design and implementation of custom orchestration and auto-scaling solutions for services deployed across different clouds (AWS, GCP, DO)
- Line management of a small team (5 people)
- Hiring and mentoring new developers
- Reviewing code and providing technical leadership around best-practices, code architecture and testing
- Writing technical documentation (both internal and customer-facing).

**Key technologies**: AWS, JavaScript, TypeScript, Java, Node.js, Redis, Kafka, Kinesis, Rust, MySQL, InfluxDB, GCP, Git, Python.

**Software Development Consultant [Contract]**                    Sept 2018 – May 2021
Quintesse / Vibrant Media, London (UK) [Hybrid]

I joined Vibrant Media as a consultant, to help with the architecture and implementation of Quintesse, a new programmatic contextual advertisement solution, which Vibrant started to work on around September 2018.

Working closely with the CTO and other senior developers in the team, I helped architecting a large portion of the whole Quintesse ecosystem, taking ownership and **leading development for three key areas**:

- **Quintesse authorization and public API services**: a core part of the system, these Node.js services deal with functionalities including token and API keys generation and handling, customer facing API endpoints, as well as interactions with internal backend processing and reporting services.
- **Quintesse client-side JS code**: client-side JS libraries and scripts including: metrics collection, creative display and visibility / interaction detection, integration with third-party advertisement scripts (e.g., Google Ads).
- Later on, I was also the main contributor in architecting and implementing a new **Demand-Side-Platform (DSP) data integration service**, to provide advertisers with accurate, real-time contextual and brand-safety signals for their campaigns. This involved processing very large amounts of traffic (100k+ requests per second) with very strict response time requirements (less than 7ms average response time). These high-performance services were implemented in Rust, using the Actix framework.

**Core responsibilities**:
- Design and implementation of high-performance, highly-scalable services in Rust and Node
- Design and implementation of client-side JS libraries
- Integration with third-party client services and APIs
- Writing technical documentation (both internal and customer-facing)
- Providing technical guidance to other members of the team.

**Key technologies**: AWS, JavaScript, Node.js, Redis, MySQL, Rust, InfluxDB, GCP, Git.

**Head Of Technology [Contract]**                    July 2018 – July 2020
Itcher, London (UK) [Remote]

In the last 2 years of my career at itcher, I took the role of Head of Technology.

**Core responsibilities**:
- Provided technical know-how across all discussions with prospective partners and B2B API clients
- Informed company technology strategy
- Managed itcher Tech resources, including planning and implementation of optimisation and cost-reduction measures
- Coordinated offshore development teams for all main itcher platforms (web, Android, iOS)
- Designed itcher B2B integration API and its service infrastructure
- Hands-on development across Android, web and Voice UI platforms, as needed.

**Key technologies**: AWS, Android, GCP, JavaScript, PHP, Yii.

**Lead Full Stack Developer**                                     Aug 2017 – Aug 2018

Itcher, London (UK)

When itcher shifted towards using more offshore development resources, I took the role of Lead Full Stack Developer for the web project.

**Core responsibilities**:
– B2B Integration Architecture Design
– Led both front-end and back-end web development (desktop and mobile)
– Managed offshore development teams in Bulgaria and Ukraine
– Front-end development (HTML5, CSS, JavaScript)
– Back-end development (PHP/Yii)
– Project management
– Third-party SDK integrations

**Key technologies**: AWS, CSS, JavaScript, PHP, Yii, Google Analytics, jQuery.

**Google Action / Alexa Skill Developer**                        Oct 2016 – July 2018

Itcher, London (UK)

Following a request from Google to partner for the launch of their Home speaker, I took ownership of the itcher Voice UI interface project, leading its design and implementation from inception, to integration phase, up to public release.

**Key facts**:
- The project was featured twice at Google I/O talks, and once at Google's CES booth.
- itcher was one of the 30 partners chosen by Google for their Actions Early Access Program.
- Version 1 completed and officially released on the Google Assistant platform in less than 3 months.
- After v1 release, we worked on making the voice UI compatible with Amazon Alexa, and released the skill on the Amazon Marketplace in February, 2017.
- Developed all following iterations of itcher voice UI.

**Key technologies**: API AI, Node.js, Dashbot IO, Voicelabs Voice Analytics, Google Flex Engine + Datastore (formerly used Google Cloud Functions).

**Lead Android Developer**                                      Sept 2015 - July 2018

Itcher, London (UK)

Following itcher's pivoting towards mobile native apps, I took the lead for the Android project.

**Key facts**:
- Originally led native development of the first iteration of itcher for Android (from inception to release in less than 3 months with a team of 2 developers, myself included).
- Led development of all following version of itcher for Android (both with in-house and offshore development teams).
- Brought itcher to market on both Google Play Store and Amazon Appstore (scaled installs from 0 to 300k+, with 4.6* rating).
- Produced detailed technical documentation to guide itcher iOS development.
- Small, SCRUM-based team.

**Core responsibilities**:
- Android development and app core architecture definition
- Back-end network integration, third-party API integrations
- Automated testing with Espresso + UIAutomator tests running on AWS Device Farm (later on moved to Firebase Test Lab)
- Android project management, including offshore development teams (based in Bulgaria, Ukraine, Russia)
- Researching latest Android development best practices and mentoring fellow team members.

**Key technologies**: AWS, Android, Firebase, Java.

**Lead Frontend Developer**                                     Mar 2015 - Aug 2017

Itcher, London (UK)

After less than one year at itcher, I was promoted to Frontend Lead.
I focused on front-end development in JavaScript / jQuery, but occasionally helped out with back-end development (PHP Yii).

**Core responsibilities**:
- Front-end development (HTML5, CSS, JavaScript/jQuery)
- Front-end project management
- Mentoring junior developers
- Analytics and third-party SDKs integrations
- Single-page-app SEO.

**Key technologies**: CSS, HTML, JavaScript, PHP, Yii, jQuery, SEO.

**Senior Developer**                                                     Mar 2014 – Feb 2015
Itcher, London (UK)

I joined itcher as a core member of the development team, while the platform was still built as a MVP by a small, SCRUM-based team.

**Core responsibilities**:
* Front-end development (HTML5, CSS, JavaScript/jQuery)
* PhoneGap development
* Plugin development, on both Android (Java) and iOS (Objective-C), to extend PhoneGap with extra native functionalities (notifications, social plugins, analytics etc.)
* Universal Analytics integration
* Single-page-app SEO (static snapshots generation, URL management, etc.).

**Key technologies**: Android, CSS, HTML, Java, JavaScript, Objective-C, Cordova, SEO, PHP, Yii, jQuery, iOS.

**Software Developer**                                                   Jan 2013 – Mar 2014
WeR Interactive, London (UK)

I worked on Lyroke, at the time one of the most popular free music games on the market.

Being part of a small and agile development team, I worked on the vast majority of the codebase, implementing both client and backend logic, as well as ad-hoc native plugins for the Android and iOS versions of the game.

**Core responsibilities**:
* Client-side game logic and UI (HTML5, CSS, JavaScript and jQuery)
* Back-end logic (PHP)
* Third-party integrations (Tapjoy, SupersonicAds, Facebook OG)
* Development of content management and administration tools for the game
* PhoneGap development
* Android (Java) and iOS (Objective-C) PhoneGap plugin development

**Key technologies**: Android, CSS, HTML, Java, JavaScript, Objective-C, PHP, Cordova, jQuery, iOS.

**Full-Time Postgraduate**                                               Sept 2011 – Oct 2012
Trinity College Dublin, Dublin (Ireland)

After being awarded a full-scholarship from Regione Sardegna, I took a career break and attended the MSc in Interactive Entertainment Technology, at Trinity College Dublin.
I was amongst the top 5 students in terms of course marks, and wrote one of the top 3 research dissertations.

**Key technologies**: C++, OpenGL, C#, JavaScript.

**Software Developer**                                                   May 2010 – Aug 2011
Freelance, Cagliari (Italy)

Designed and implemented websites and Android apps for small local businesses and organizations.

**Key technologies**: HTML, CSS, JavaScript, Android, PHP, MySQL, Java.

**Collaboratore A Progetto**                                    Sept 2009 – Feb 2010
University Of Pisa, Pisa (Italy)

Following the publication of my MSc dissertation, I worked as a research contractor for the Computer Science Department, developing software adaptors to enable interoperability among different P2P service middlewares.

**Key technologies**: Java, JXTA, SMEPP, P2P.

**Junior Programmer**                                           Apr 2009 – Aug 2009
Artematica, Chiavari (Italy)

I contributed to the development of a Wii party game called "Circus" (published by 505 Games), using Virtools and the Nintendo Wii SDK.

## EDUCATION

**M.Sc. Interactive Entertainment Technology**                 Sept 2011 – Sept 2012
Trinity College Dublin, Dublin

- Top 5 student course marks
- Top 3 research dissertation

**Laurea Magistrale In Informatica (2-Year MSc In Computer Science)**    Sept 2006 – Sept 2008
University Of Pisa, Pisa

- Final mark: 110/110 cum laude
- Published dissertation

**Laurea In Informatica (BSc In Computer Science)**            Sept 2002 – Apr 2006
University Of Pisa, Pisa

- FInal mark: 110/110

## SKILLS

| Rust | TypeScript | JavaScript |
|------|------------|------------|
| ★★★★★ | ★★★★☆ | ★★★★★ |

| Node.Js | Technical Leadership / Mentoring | Java |
|---------|-------------------------------|------|
| ★★★★★ | ★★★★★ | ★★★★☆ |

| Software Architecture / API Design | Python | Team Management |
|-----------------------------------|--------|-----------------|
| ★★★★★ | ★★★☆☆ | ★★★★☆ |

## LANGUAGES

| English | Italian |
|---------|---------|
| ★★★★★ | ★★★★★ |