

Matthew Campagna

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SUMMARY

Senior frontend engineer with nearly twenty years of experience building commercial software, from venture-backed startups to a software company I co-founded. I specialize in frontend architecture, interaction design, and translating ambitious product ideas into polished, maintainable software that evolves over time.

PROFESSIONAL EXPERIENCE

Senior Frontend Engineer at Glue, 2022 – 2026

Joined a lean engineering team building an AI-native collaboration platform where the frontend was the product. As one of two front-end engineers for much of my tenure, I helped shape the application's architecture, interaction model, and user experience in close collaboration with product, design, and backend engineering.

- Designed core frontend architecture, including routing, modal infrastructure, split-view layouts, overlays, and shared design-system components.
- Led development of several flagship product experiences, including Glue's conversational AI interface, unified inbox, and the threads/feed view that became central to the platform's evolution.
- Restored and expanded Storybook, strengthening the design system and improving component development workflows.
- Designed Playwright-based profiling automation that enabled repeatable performance benchmarking, guided large-scale component refactoring, and drove significant frontend performance improvements.
- Integrated AI-assisted development throughout planning, implementation, testing, debugging, code review, and large-scale refactoring.

Founder & Software Engineer at The Turning Gate, 2007 – Present

Co-founded The Turning Gate, an independent software company creating publishing tools and web applications for professional photographers. For nearly twenty years I've led frontend engineering, UX, product design, documentation, customer support, and product strategy while partnering closely on the platform's overall architecture and evolution.

- Led frontend engineering, product design, and long-term evolution across a commercial software portfolio serving professional photographers.
- Created the CE series of Lightroom web publishing plugins and helped evolve the platform into Backlight, a commercial publishing platform for professional photographers.
- Directed product strategy, interface design, release management, documentation, and customer support throughout the product lifecycle.

Principal Frontend Engineer at Joe Coffee, 2021 – 2022

Led frontend architecture for the ground-up rebuild of Joe Coffee's consumer ordering platform, partnering closely with product, design, and engineering to deliver a modern customer experience.

- Architected and built a new Next.js, React, and TypeScript application powering customer ordering and loyalty experiences. Established reusable frontend architecture, shared patterns, and component structures that supported rapid product development and future growth.
- Served as the primary frontend technical partner from concept through launch, helping shape customer ordering workflows alongside product, design, and backend engineering.

Senior Software Engineer at Swoop (an Agero company), 2018 – 2021

Built customer-facing features for Swoop's web-based dispatch platform using React and TypeScript.

- Partnered closely with product and design to deliver customer-facing features. Improved frontend architecture through reusable components, shared utilities, and ongoing application modernization.
- Collaborated across frontend, backend, and product teams throughout the software development lifecycle.

SELECTED INDEPENDENT WORK

Backlight

Commercial web publishing platform for photographers built on nearly two decades of product evolution, serving customers in more than 50 countries.

- Led frontend engineering and user experience across a platform continuously rearchitected through major shifts in browser technology, responsive design, and photography workflows.
- Designed interfaces and interaction patterns balancing flexibility, performance, and long-term maintainability.
- Continues to evolve through iterative product development informed by nearly two decades of customer feedback.

Kiln

Cross-platform Electron application for photographers built around modular workspaces, reusable widgets, and keyboard-first workflows.

- Designed an extensible desktop platform composed of reusable widgets and customizable workspaces.
- Built keyboard-first interaction patterns, command palette, persistent layouts, image export pipelines, and local/remote file management.
- Continues to evolve through rapid architectural iteration and product experimentation.

Tessera

Image editor exploring computational imagery, graphics optimization, and AI-assisted development.

- Reorganized, optimized, and extended an open-source geometric optimization engine into reusable libraries supporting interactive image editing.
- Explored rendering algorithms, graphics performance, and interactive editing workflows through rapid, AI-assisted experimentation.
- Published supporting open-source libraries for graphics, optimization, and frontend development.

TECHNICAL SKILLS

Frontend : React · TypeScript · JavaScript · Next.js · GraphQL · Zustand · Tailwind · HTML · CSS

Quality & Tooling : Storybook · Playwright · Jest · Vitest · Electron · Git · GitHub · Vite · Webpack

AI-Assisted Development : Claude · Codex · Cursor · Amp

EDUCATION

Hack Reactor, advanced software engineering immersive

Hallmark Institute of Photography

Mount Saint Mary's University, BA English