

Matthew Incardona

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Summary

Matthew Incardona is a designer and developer with a degree in Human-Centered Computing. With a background in IT and freelance web development, Matthew is a quick learner with strong problem-solving skills. He's looking for a role at a fast-paced company with a great team. He is a people person and gets excited about building products that make people's lives easier, and is currently based near NYC.

Skills

- **Programming:** Python, JavaScript, TypeScript, React, Next.js, Svelte, Expo, Git/GitHub
- **Cloud & Infrastructure:** AWS, Oracle Cloud, Cloudflare, Docker, Supabase
- **Soft Skills:** Excellent communicator and people person, experienced in stakeholder management, strong project management and presentation skills, self-motivated and eager to learn
- **AI:** Experience working with the OpenAI API, building a RAG app, and using vector databases

Experience

DouxDolci Web Design

Jul 2024 - Present

Freelance Web Developer

Stony Brook, NY

- Work closely with dozens of small businesses and nonprofits to understand detailed requirements and design custom websites that meet client needs and business vision, from initial consultation through launch.
- Build websites using technologies such as TypeScript, React, Tailwind CSS, Astro, PHP, and SQL.

CADTech

Feb 2022 - Dec 2024

Junior Systems Administrator and Student Manager

Rochester, NY

- Provided technical support to hundreds of students and faculty across multiple buildings and departments. Used a problem solving mindset to troubleshoot complex issues in a time-critical environment. Used Jira for ticket management.
- As a manager, supported the student IT support team by managing the ticket workflow, delegating tasks, providing guidance to team members, and creating documentation and training resources.

Peraton

Jun 2023 - Aug 2023

Agile Process Intern

Reston, VA

- Worked in an agile team to redesign the Peraton Knowledge Exchange handling thousands of documents, gathering requirements through user interviews and developing acceptance criteria for features.
- Designed and prototyped solutions for search functionality (date range filters, dropdown refinements), pagination, feedback mechanisms, and AI-enabled search, collaborating with other engineers on technical requirements.

Open@RIT

Jan 2023 - May 2023

UX/UI Dev Researcher Intern

Rochester, NY

- Designed and developed accessible, responsive websites for open source projects using Figma, HTML, CSS, JavaScript, Jekyll, and Tailwind CSS.
- Actively participated in daily standups to share design decisions, gather feedback, and help the team solve blockers.

Projects

[Early Career Job Board](#) - Personal Project

- Designed and developed an AI-powered job board for entry level and internship positions in popular web fields.
- Worked with Cloudflare AI workers to classify hundreds of jobs. Built a UI using React, Next.js, and Tailwind and integrated with Supabase for data storage and fetching.

[iSchool Peer Feedback Tool](#) - Two-Semester Senior Capstone

- Worked as a PM and lead developer building a college-wide tool for gathering academic feedback.
- Worked with React, NodeJS, and a SQL backend. Designed and implemented REST APIs for role management, form creation, and data anonymization features.

Education

Rochester Institute of Technology, Rochester, NY

Dec 2024

BS, Human-Centered Computing