

Matthew Congrove

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Technical founder with a background spanning engineering, product, and design. Proven at leading teams, building products from scratch, and putting AI to work across entire organizations.

EXPERIENCE

Co-Founder, The Agent Company

2025 – Present

Back-office AI automation for small and midsize businesses in the trades, with AI agents that prepare quotes and estimates, enter orders and follow up on accounts.

- Responsibilities spanned engineering, product, design, marketing, finance, HR, operations, and company strategy
- Created the Agent Company brand (formerly Agentuity); hands-on in product development and building the company from the ground up
- Focused on product experience, frontend architecture, technical execution, internal operations, and cross-functional decision-making

Engineering Manager, Shopmonkey

2022 – 2025

Cloud-based shop management platform for auto repair shops, covering scheduling, parts ordering, inventory, vehicle inspections, customer messaging and payments.

- Led engineering across six teams and 25+ engineers, owning team planning, hiring, budgeting, technical execution, and cross-functional delivery
- Focused on frontend architecture, engineering systems, developer velocity, and product quality, including shared UI infrastructure and platform standardization
- Owned development of Shopmonkey's marketing web properties, working closely across engineering, product, design, and marketing

Design Lead, Allstacks

2021 – 2022

Software engineering intelligence platform that pulls in data from tools like Jira and GitHub to forecast delivery and flag at-risk projects and bottlenecks.

- Owned product UI/UX, working across Product and Marketing as both designer and developer
- Designed and shipped user-facing features, including industry benchmarking and R&D tax credit products
- Led the company's visual rebrand, including a new logo and supporting brand system

Head of Design, Pinpoint

2017 – 2021

Analytics platform for software engineering teams, measuring delivery performance and predicting outcomes from data in tools like Jira, GitHub and Bitbucket.

- Led UI/UX design across the product, turning product strategy and requirements into clear, cohesive experiences with leadership and customers
- Owned the company's brand and marketing design
- Previously managed the frontend team responsible for application and web development

Principal Software Engineer, Axway

2016 – 2017

Enterprise software for API management, integration and secure data exchange.

- Built mobile demos, reference applications, and code samples for iOS and Android on the R&D team
- Worked directly with customers on architecture, implementation, and product use cases

Solutions Architect, Appcelerator

2011 – 2016

Mobile app development platform and creator of Titanium, an open-source framework for building native iOS and Android apps from a single JavaScript codebase.

- Developed, designed, and architected iOS and Android apps for customers including EMC, Denso, First Utility, NBCUniversal, Deloitte, and GameStop
- Started as Senior Mobile Consultant in Professional Services before moving into Solutions Architecture and Customer Advisory
- Designed and built Appcelerator's online video training platform

Senior Software Engineer, Brightcove**2008 – 2011**

Online video platform for media companies, brands and enterprises to publish, distribute and monetize video across web and mobile.

- Built custom web and mobile video experiences for customers including BBC America, MTV, The New York Times, Oracle, Reebok, Universal Music, and The Weather Channel
- Created an internal open source initiative and developed SDKs and developer tools used across the Brightcove ecosystem

Lead Software Engineer, Svpplly**2009**

Social shopping site for saving products from stores across the web into curated collections.

- Member of the original team; built the core website and browser bookmarklet with a focus on frontend and product development

Lead Software Engineer, Unbound Commerce**2008**

Mobile commerce platform for retailers, launched in 2008 as one of the first ways to sell on mobile phones.

- Founding engineer; built the initial product and company brand
- Developed mobile commerce experiences for customers including Moosejaw and the New England Patriots

Software Engineer, go2 Media**2007 – 2008**

Mobile guide to local movies, events, restaurants and directions, offered by U.S. wireless carriers like T-Mobile and Verizon.

- Developed a rapid-deployment system for mobile websites built on Joomla
- Launched mobile products for CBS News and CBS Sports with reusable architecture for faster deployments

VOLUNTEER

National Brand Manager, Civil Air Patrol**2006 – 2024**

Official civilian auxiliary of the U.S. Air Force, flying search-and-rescue and disaster-relief missions nationwide.

- Responsible for brand strategy, visual identity, standards, and creative direction across the organization
- Helped develop the Marketing and Communications program and served on the working group that updated national Public Affairs regulations
- Previously held command, public affairs, and IT leadership roles at squadron, group, wing, and national levels; Lieutenant Colonel and National Staff College graduate

AWARDS

- NASA Future-Scaping Our Skies Challenge, Second Place (2021)
- XPRIZE Big Ocean Challenge, Winner (2018)
- South Florida Hackathon, Winner (2016)
- Pebble + XDA Developer Challenge, Finalist (2014)
- NASA International Space Apps Challenge, Honorable Mention (2013)
- Pebble UI Design Contest, Winner (2013)
- Boston.com Hack Day Challenge, Third Place (2011)
- Civil Air Patrol: Four-time Wing Public Affairs Officer of the Year; Balsem Award for Public Affairs (2015, 2016); Gill Robb Wilson Award

SKILLS

AI-first development and workflows, engineering management, frontend architecture, UI/UX design, product design, brand design, marketing web development