

# MATT DESLAURIERS

CREATIVE DEVELOPER



## CONTACT

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## ABOUT

Creative coder looking for collaborative and innovative work in the field of interactive media art, computational design, rich web experiences, and digital installations.

## EXPERIENCE

### JAM3 — SENIOR DEVELOPER (MAY 2013 - AUG 2017)

Senior Creative Developer building interactive 3D web experiences for mobile and desktop, R&D prototypes, games, applications, and installations using WebGL, WebVR, Unity3D, ThreeJS/GLSL, and various other tools.

### FREELANCE — CREATIVE DEVELOPER (2013 - PRESENT)

Conceptualizing, designing and developing web, print and installation art.

## EDUCATION

### BACHELOR OF ARTS IN FILM & MEDIA (HONOURS)

Queen's University class of 2013, studying film production.

## SKILLS

### EXPERT

- JavaScript (Node.js, Three.js, React, web development)
- OpenGL, WebGL, GLSL, WebVR
- Unity3D, Adobe Photoshop, Premiere Pro, Blender, Sketch
- Raspberry Pi & Physical Computing

### PROFICIENT

- Python, C#, C++
- After Effects

## SELECTED PROJECTS

### AGO MASSIVE (APR 2018)

Designed and developed a 38 foot-wide interactive Kinect and audio-reactive installation for the **Art Gallery of Ontario's** annual AGO Massive fundraising party.

### LUMOS (DEC 2017)

Designed, developed and built an interactive installation and light sculpture for **Ontario Place's** Winter Light Exhibition.

### BAYER LEAPS (NOV 2017)

Designed and developed the WebGL visuals for a generative art installation shown at Summit LA17. Produced by Critical Mass for their client, **Bayer Leaps**.

### CAMERA FUTURA (SEPT 2016)

Designed and developed a life-size WebGL artwork responding to Twitter streams in real-time. Exhibited in the Louvre Museum in Paris during **Accenture's** annual *Art & Innovation* event. Produced by **Bright**.

### MOZILLA GDC (MAR 2016)

Creative Director and Lead Developer on a technical demo for **Mozilla** showcasing new features of WebGL 2 in FireFox Nightly. Displayed at Mozilla's GDC 2016 booth.

## ACHIEVEMENTS

### FREELANCE

- Awwwards: Shortlist Independent of the Year (2016)

### AUDIOGRAPH

- FWA: Site of the Day (May 2016)
- Awwwards: Site of the Day (May 2016)
- Awwwards: Shortlist Innovative Site of the Year (2016)
- Awwwards: Shortlist Developer Site of the Year (2016)
- Dolby Audio Web Challenge: 2nd place (May 2016)

### ORANGE #FUTURESELF — JAM3

- FWA: Mobile Site of the Day, Video of the Month (2014)
- Awwwards: Site of the Day (Oct 2014)
- Adobe Cutting Edge: Project of the Week (2014)

### HEART OF THE ARCTIC — JAM3

- D&AD: Yellow Pencil (2014)
- Cannes Lions: Bronze 2x (2014)
- Clio Awards: Silver 2x (2014)

## ADDITIONAL ACTIVITIES

### CONTRIBUTIONS

- *Stylized Wireframe Rendering in WebGL*, Net mag (2017)
- Co-author of a chapter on GLSL in *WebGL Insights* (2015)
- Open source contributor with over 500 GitHub repositories

### TALKS

- *Audiograph* at 3D Web Fest in San Francisco (2017)
- *The Web Audio Experience* at FITC (2017)
- *Open Sourcing the Secret Sauce* at FITC (2016)
- *The Web Audio Experience* at Dolby Atmos Theatre (2016)

### INTERESTS

- Generative art / Fiction novels / Bodyweight fitness / Travel