MATT LINFORD
CREATIVE TECHNOLOGIST

Professional Experience

2012 – Present **Senior Manager, Software Engineering**

Disney Consumer Products and Interactive Media, Glendale, CA
Heading up creative technology and frontend development for Disney Interactive. Leading and overseeing multiple development teams focusing on Disney's flagship websites and experiences across the Disney, Marvel, and Lucasfilm brands including Disney.com, StarWars.com, and Babble.com. HTML5 game development both on the Disney network and off-network on social and mobile platforms including Facebook Canvas and Messenger, and Kik Messenger.

2012 People's Voice Webby Award: Games
2013 People's Voice Webby Award: Movie & Film
2013 Interactive Media Awards, "Best in Class - Kids"

2011 – 2012 **Web Application Developer**

Disney Interactive Labs, Burbank, CA
Core member of an elite team of developers and designers tasked with innovating and rethinking the Disney brand across all digital mediums. Led the front end engineering effort on the largest, most complete rearchitecture of Disney.com to date. Managed a small team of talented engineers changing the way Disney approaches the web and mobile devices. Agile software development with modern web technologies. Research and rapid prototyping of emerging technologies for immediate and future projects. Interactive user experience development and design to deliver engaging experiences across all platforms.

2008 – 2011 **Interactive Designer**

Disney Interactive Media Group, North Hollywood, CA
Flash ActionScript/AIR/Flex and JavaScript development on the flagship website Disney.com. Native mobile development for iOS (Objective-C) and Android (Java). Cross platform app and game development with Adobe AIR, Unity, and HTML5. Research and development of emerging web and mobile technologies.

2007 **Undergraduate Creative Associate**

Walt Disney Internet Group, North Hollywood, CA
Flash and JavaScript development on the flagship website Disney.com. User experience design, wireframing, and page layout. Creation of interactive digital toys aimed at engaging with guests and enhancing their online experience. Executive summaries and presentations of upcoming creative team initiatives.

Additional Experience

2004 – Present **Creative Technologist**

Stormcrow Studios, Pasadena, CA
Freelance development; sites, games, and mobile. JavaScript and HTML5 development focused on rich interactive experiences utilizing CSS3, Canvas, WebGL, and WebVR. Web application development with Node.js, Ruby, and Python. Creative coding with Processing, openFrameworks, and Cinder. Flash ActionScript/AIR.

Contact Information

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Education

BFA: **Digital Media Art**

CADRE Laboratory for New Media,
San Jose State University

Skills

Web Apps	ActionScript
Game Design	AIR
Mobile Dev	Flex
User Experience	
	Java
JavaScript	(Processing)
HTML5	C++
WebGL	(oFx + Cinder)
Ruby	
Python	Adobe CS
	MS Office
Node.js	iWork
Sinatra	
Ruby on Rails	OSX
Flask	Linux
Django	Windows

References

Available upon request.