

MATTHEW BELL

La Mesa, CA 91942

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LinkedIn: <https://www.linkedin.com/in/matthew-bell-developer-artist/> | Github: <https://github.com/Mbell42> | Portfolio: <https://matthewgbell-portfolio.com/> | IMDB: https://www.imdb.com/name/nm7347199/?ref=ttfc_fc_cr226

SUMMARY

Full Stack Web Developer with a background in 3D Animation and VFX with 4 years of experience in film and mobile video game production. I am proficient in Agile software development, and I learn new skills quickly. I enjoy working in a challenging environment and I mesh well with any size team.

TECHNICAL SKILLS

- Proficient in HTML, CSS, JavaScript, React, MySQL
- Experience with version control systems, responsive design, working with command lines, debugging, and Front-end systems
- Applications: JIRA, Visual Studio Code, Git, Microsoft Office, Adobe Suite, Autodesk Maya/Motionbuilder, Pixologic Zbrush, The Foundry NukeX

PROJECTS

Steadfast | <https://github.com/Mbell42/steadfast> | <https://mysterious-castle-55265.herokuapp.com/>

- Steadfast enables companies to easily find contacts at prospective companies and integrate contacts through our seamless experience CMS
- Collaborated with a 4-person team for 3 weeks
- Authentication/Authorization Components and Logic, Testing, Logo
- MongoDB, Express, NodeJS, React, BcryptJS

Employee-directory | https://github.com/Mbell42/19_react_employee-directory | <https://react-employee-directory-hw-19.herokuapp.com/>

- Mock employee-directory that will support searching by categories and employee names. Will populate with 20 random employees upon load and each reset
- This is a solo project
- MongoDB, Express, React, NodeJS

Weather Dashboard | https://github.com/Mbell42/06_weather-dashboard

- Weather app using API requests that will dynamically update HTML elements based on user search
- This is a solo project
- HTML, CSS, JavaScript

EXPERIENCE

Quality Control Specialist II

June 2019

MACHINE Studios LLC.

August 2016-

San Diego, CA

- Developed and executed successful test plans, procedures, use cases, and provided in-depth analysis to the Design and Programming Teams. While at MACHINE Studios LLC., I worked with the CEO and departments to aid in the company's adoption of AGILE workflows by helping to write process and communication documentation. This

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benefitted the company by reducing the amount of time used in daily meetings by over 25% and reduced the amount of overtime during each sprint by up to 10 hours.

Key Accomplishments:

- Owner of the daily build and distribution process for internal teams, and a key part of the distribution process to clients and external development partners.
- Worked with Design Director and CEO to create new communication and process documentation for the adoption of AGILE workflows.
- Worked with Design Director and CEO to create a Bug Tracking System for use with product development.
- Improved company products' usability through feature enhancement requests based on testing and user experience, as well as performing competitive analysis on existing products.

Stereo Compositor

August 2014-

June 2015

LEGEND 3D

San Diego, CA

Provided compositing solutions for complex and new challenges with a small team, pushing the boundaries of RealD 3D technology, as well as creating rotoscopes and clean-plates for shots for 4 movies.

Key Accomplishments:

- Provided Stereo Compositing for the worlds world's first 360 degree VR in RealD 3D; "Art of Patron"
- Provided hand-drawn solutions to replace footage for 2 complex shots in [The Divergent Series: Insurgent](#) (2015)
- Provided Stereo Compositing for [The Walk](#), [Ant-Man](#) , and [Poltergeist](#) (2015)

EDUCATION

Coding Bootcamp Certificate: UCSD, San Diego, CA

Bachelor of Science, Media Arts Degree: Platt College, San Diego, CA

Associates in Applied Science, Graphic Design Degree: Platt College, San Diego, CA