MATTHEW BELL

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https://floating-citadel-83424.herokuapp.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 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   **August** 2016-
June 2019
MACHINE Studios LLC.   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

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 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