



Matt Nichols

Software Engineering • Creative Prototyping • Interactive Multimedia

Apr '23 - Now

Independent Work

- Co-founder at [Good Wording](#). Starting in late 2023, we built a unique [web app](#) for daily journaling, with generative visualizers and AI tools for deeper understanding. I've co-owned architecture & design, and I built our frontend (SvelteKit, TipTap, WebGL). I'm now rolling off into a part-time advisory role.
- Developing algorithmic art concepts for live visuals & print media, and building an [open-source platform](#) for these projects. Interactive portfolio available [here](#).

Jul '17 - Apr '23

Meta Creative Coder

- Hybrid design/eng role on the Sound Design team; advanced IC4 to IC6 (staff).
- Developed prototypes to explore new interactive multimedia design opportunities (via Svelte, P5.js, Web Audio, MediaPipe, Max/MSP, Colab, Spark).
- Shipped audio-focused AR experiences with IG and other creative partners.
- Guided development for audio tooling and infrastructure in Spark AR.
- Spoke at Abbey Road Studios, the AES conference, and GameSoundCon.

Aug '16 - Jul '17

Facebook Software Engineer

- Built tooling and infrastructure for multimedia effects in our cross-platform AR engine (Objective-C, C++, Swift, OpenGL).
- Designed and implemented video processing effects (OpenGL / GLSL).

Oct '15 - Jul '16

Eyegroove Software Engineer

- Built a video creation tool & social app as one of three iOS engineers (Swift).
- Projects included: a fully-featured direct messaging experience, a framework for purchasing premium tools, perf & stability work, and creating video filters.

Jul '13 - Oct '15

Twitter Software Engineer

- Focused on onboarding as an iOS engineer on the Growth team (Objective-C).
- Projects included: app-wide phone number integrations, a framework for alerts and user education, and a full rewrite of our sign-in and user onboarding flows.

2009 - 2013

Brown University B.S. Computer Science

- Bachelor of Science in Computer Science, additional focus in Creative Writing.
- Undergraduate TA for CS15 and CS16 (Intros to Object-Oriented Programming and Algorithms & Data Structures). Head TA for CS168 (Computer Networks).
- Summer internships at Microsoft (PM; 2011) and Twitter (Engineering; 2012).

Portfolio and more at [flatpickles.com](#)

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