J. Matthew Griffis (Matt)

Seattle, WA

I am an interaction designer, creative coder, and artist, making things like self-playing video games, tall-person simulators, playable abstract response art about death, inappropriate game shows, cheeky Web sites, and diverse music projects.

I draw on an educational background of intellectual curiosity, collaboration, and deep humanism to explore what it means to be human, and to expand what we can do, in our heads and with our technological tools. I am passionate about game design, education, and creating silly and delightful moments that make people laugh.

Education

Parsons The New School for Design--NYC, NY (May 2014)
Master of Fine Arts in Design and Technology

St. John's College--Santa Fe, NM (May 2008)
Bachelor of Arts in Liberal Arts

Work Experience

TreSensa, Inc.—Seattle, WA (remote) (Sept. 2014 - present)
Project Consultant
Write/edit articles and code samples (JavaScript/HTML5) to document the TreSensa Game Engine (TGE) for mobile web.

Salk School of Science--NYC, NY (Feb. 2014 - May 2014)
Game Design and Programming Instructor
Taught game development to middle-school students, with a focus on programming in GameMaker Language (GML).

Parsons--NYC, NY (Aug. 2013 - May 2014)
Graduate Teaching Assistant for Interaction/Web Design
Assisted with an undergraduate class teaching the foundational skills of web design (HTML / CSS / JavaScript).

Parsons--NYC, NY (Oct. 2012 - May 2014)
Graduate Research Assistant for PETLab
Assisted the PETLab (Prototyping, Education and Technology Lab) with various projects to use games for public good.

Parsons--NYC, NY (March 2013 - August 2013)
Bootcamp Teaching Fellow (Web)
Taught the introductory web design class to new Design and Technology graduate students during Bootcamp in August.

TreSensa, Inc.--NYC, NY (June 2013 - July 2013)
Game Design and Development Intern
Assisted with game design and development for mobile web, using an in-house engine based in JavaScript and HTML5.

Contact Information

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Fields of Specialty

Game design/development--theory and practice, esp. digitally
Web design/development--hand-coded, responsive, mobile-ready websites
Writing--creative and technical w/ critical thinking and analysis
Music--composition and performance

Computer Skills

Languages	Software
JavaScript	Unity3D
jQuery	GameMaker
PHP	GameSalad
C++	TreSensa Game Engine
C#	Adobe Illustrator
openFrameworks	GitHub
Processing	Windows / OS X
Java	Office / iWork / gDocs
HTML / CSS	
Arduino	

Awards

University Merit--Parsons *(2013-2014)*
Dean's Scholarship--Parsons *(2012-2014)*

Leadership

President, New School Game Club--Parsons (*March 2013 - Dec. 2013*)
Vice-President, dorkShop--Parsons (*Feb. 2013 - Oct. 2013*)
Representative, Student Council--Parsons (*Sept. 2012 - Sept. 2013*)