

# J. Matthew Griffis (Matt)

Seattle, WA

## Personal Statement

I make tech and life playful as a designer, programmer, and artist. I have a well-rounded background emphasizing critical thinking and logic, collaboration, adaptability, intellectual strength, leadership, self-motivation, and imagination.

I create interactive experiences about exploration and experimentation, creativity, reflection, reaction, and delight. I'm also a passionate musician and writer.

## 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)*  
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

portfolio: [jmatthewgriffis.com](http://jmatthewgriffis.com)  
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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

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