GAME DESIGNER
INTERACTION DESIGNER
SOFTWARE DEVELOPER

J. MATTHEW GRIFFIS

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EDUCATION

MFA IN DESIGN AND TECHNOLOGY '14
Parsons The New School for Design
New York City, NY

BA IN LIBERAL ARTS '08
St. John's College
Santa Fe, NM

COMPUTER SKILLS

Languages
Arduino, C++, C#, CSS, HTML,
Java, JavaScript, jQuery, MySQL,
openFrameworks, PHP, Processing

Software and Platforms
Adobe Creative Suite, GameMaker,
GameSalad, Git, Office + iWork +
Google Apps, TreSensa Game
Engine, Unity3D, Windows + OS X

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

OBJECTIVE

I am seeking a position in video game design and development, on a small-to-medium-sized team, in which I may contribute as a designer and developer to areas such as game design, level design, narrative design, and the construction of systems and tools.

EXPERIENCE

Seattle, WA ———————————————————

PROJECT CONSULTANT, DOCUMENTATION TEAM
TreSensa, Inc. Sept. 2014–Nov. 2014
*Designed and developed interactive code samples and game demos showing how to use features of TreSensa Game Engine, TreSensa Game Services, and TreSensa Game Loader.
*Wrote in-depth articles expanding on code samples.
*Initiated successful promotion of documentation over social media.

New York City, NY ———————————————

GAME DESIGN AND PROGRAMMING INSTRUCTOR
Salk School of Science Feb. 2014–May 2014
*Introduced middle-schoolers to coding with GameMaker Language.

GRADUATE TEACHING ASSISTANT FOR INTERACTION/WEB DESIGN
Parsons Aug. 2013–May 2014

GRADUATE RESEARCH ASSISTANT FOR PETLAB
Prototyping, Education and Technology Lab, Parsons Oct. 2012–May 2014
*Researched and developed a playlist of games for "Art Play," a curriculum using gameplay and game design to teach art principles.
*Ported games from GameMaker to GameSalad and created how-to-make tutorials for "Activate!," a curriculum using programming-free software to create simple, socially-conscious digital games.

BOOTCAMP TEACHING FELLOW (WEB DESIGN)
Parsons March 2013–August 2013

GAME DESIGN AND DEVELOPMENT INTERN
TreSensa, Inc. June 2013–July 2013
*Analyzed and improved existing game designs and monetization.
*Created, documented, and developed new game designs.
*Developed mobile Web games for clients using in-house engine.

Greater Seattle Area, WA ——————————

CUSTOMER SERVICE LEAD + FREELANCE WRITER 2008–2012