

# J. Matthew Griffis (Matt)

## Personal Statement

Game designer, interaction designer, and creative coder, with a well-rounded background emphasizing critical thinking and logic, collaboration, adaptability, intellectual strength, leadership, self-motivation, and imagination. I create playful 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

*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  
Assisted with an undergraduate class teaching the technical skills of web design--HTML, CSS and JavaScript.

*Parsons--NYC, NY (Oct. 2012 - May 2014)*  
Graduate Research Assistant  
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 development 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.

**Worked previously** as Customer Service Lead and Freelance Writer (details upon request).

## Contact Information

portfolio: [jmatthewgriffis.com](http://jmatthewgriffis.com)  
email: [jmatthewgriffis@gmail.com](mailto:jmatthewgriffis@gmail.com)

## Fields of Specialty

**Game design/development**--theory and practice esp. digitally (through code)  
**Web design/development**--hand-coded, responsive, interactive websites  
**Writing**--creative and technical w/ critical thinking and analysis  
**Music**--composition and performance

## Computer Skills

<u>Languages</u>	<u>Platforms</u>
openFrameworks	Unity
C++	GameMaker
C#	GameSalad
Processing	Illustrator
Java	GitHub
JavaScript	Windows
HTML	OS X
CSS	Microsoft Office
PHP	Apple iWork
Arduino	Google Docs

## 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)