

GAME DESIGNER  
INTERACTION DESIGNER  
SOFTWARE DEVELOPER  
WRITER  
MUSICIAN

# 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 EMBRACE THE WEIRD AND WONDERFUL aspects of technology, using it to create new kinds of interactions, entertainment, and creative outlets—all grounded in technology's limitless potential for reflection on life, culture, and technology itself.

I am seeking a position on a small team as a designer and developer, working in the domains of entertainment, education, enabling creativity, and/or other artistic and critical applications of technology.

## EXPERIENCE

Seattle, WA

### PROJECT CONSULTANT

*TreSensa, Inc.* Sept. 2014–Nov. 2014 [*worked remotely*]

Documented TreSensa's suite of services for mobile Web games by writing/editing articles and JavaScript/HTML5-based code samples.

New York City, NY

### GAME DESIGN AND PROGRAMMING INSTRUCTOR

*Salk School of Science* Feb. 2014–May 2014

Taught game development to middle-school students, with a focus on programming in GameMaker Language (GML).

### GRADUATE TEACHING ASSISTANT FOR INTERACTION/WEB DESIGN

*Parsons* Aug. 2013–May 2014

Helped teach an undergraduate class on the basics of Web design in HTML/CSS/JavaScript, assisting students in and out of class.

### GRADUATE RESEARCH ASSISTANT FOR PETLAB

*Parsons* Oct. 2012–May 2014

Developed curricula that use games for public good, working within the Prototyping, Education and Technology Lab at Parsons.

### BOOTCAMP TEACHING FELLOW (WEB)

*Parsons* March 2013–August 2013

Taught the introductory Web design class to incoming MFA Design and Technology students during the pre-program "Bootcamp."

### GAME DESIGN AND DEVELOPMENT INTERN

*TreSensa, Inc.* June 2013–July 2013

Designed and developed mobile Web games using TreSensa Game Engine, an in-house engine based in JavaScript and HTML5.