

Matthew Riddett

Software Developer

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Relevant Experience

Co-Founder @ MyLevelUP Learning Technologies

June 2018 – Present // Victoria, BC

- Created an adaptive, personalized learning app for non-verbal kids on the autism spectrum, targeting literacy, numeracy, and communication skills.
- Worked with Unity, C# and SQLite to build the game client app for iOS/Android. Used Adobe XD for design mockups.
- Released on Google Play and Apple App store in Fall 2019.
- Built the landing page and handled all social media accounts.
- Conducted user interviews and in-person observations through partnership with UVic's CARTE research lab.
- Managed small team of volunteer student and junior programmers, remotely, using Trello, Gitlab, and Discord.
- Open-source, non-profit project aimed at helping non-verbal autistic kids.

Research Associate @ UVic Technology Integrated Learning

June 2015 – February 2016 // Victoria, BC

- Led small research team of three in conducting +100 in-person user interviews, classroom observations, and focus groups on four research projects.
- Created, administered and analyzed user surveys and compiled quantitative data for reference in final reports.
- Wrote reports for UVic administration on four major projects: 1) Audience participation systems, 2) Computer-aided online adaptive personalized learning, 3) Smart Classrooms, and 4) Micro-learning.

Lead-Hand, Process Developer @ Clean Air Yard Care

July 2017 – May 2018 // Victoria, BC

- Led a small team of two landscapers and two horticulturalists.
- Created a comprehensive data tracking system using Google Forms, Sheets and location-data, highlighting simple and straightforward actionable insights.
- Maintained and refined operating processes to maximize benefit of using our unique solar-powered system and all-electric no-gas equipment.

Projects

MyLevelUP -- Originally built with friends for my son using Unity, C# and SQLite. This is the project that made me decide to pursue a career as a software developer. More info available on my website or at <https://mylevelup.app>

Portfolio Website and Blog -- Built as a way to learn and practice web development fundamentals and HTML/(S)CSS/JS, and as a place to display my projects. Blog was built as a way to learn React, Gatsby and GraphQL.

Global Game Jam 2020: It's a Real Fixer-Upper! -- Most recent game jam project. Built with one other programmer and an artist over the course of 48hrs. It's a house management simulator game, where you must fix up an old house and fill it up with happy tenants.

These and more projects on display at matthewriddett.com

Skills

Programming Languages

JavaScript (ES6+), HTML, CSS/Sass, SQL, GraphQL, C#

Libraries & Frameworks

jQuery, React, Gatsby, Node

Tools & Platforms

Git, Unity 3D, Webpack, Netlify, npm, Firebase, Lighthouse, WordPress, Google Play, Apple App Store

Design

Adobe CS (XD, Photoshop, InDesign), Draw.io, Inkscape, GIMP, Audacity

Education

PhD (ABD) - Political Science

2017 // University of Victoria

Specialization: political theory and comparative education policy.

Graduate Certificate in Learning and Teaching in Higher Education (LATHE)

2015 // University of Victoria

Specialization: educational technology and gamification research.

M.A. - Philosophy

2013 // University of Victoria

Specialization: philosophy of education and children's rights theory.

B.A. - Philosophy

2008 // University of Alberta

Specialization: logic, game theory and philosophy of language.

Interests

Music, reading, gardening, tabletop games, spending time with family.

Favorite Ninja Turtle: Donatello

Hogwarts House: Hufflepuff

Twitter: @lazyninjacat