**Matthew Riddett**

Junior 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 with 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