# Matt Hackett

*HTML5 Game Developer*

Los Angeles, CA | matt@lostdecadegames.com

*My passion is developing creative games using state-of-the-art tech like HTML5. I'm a programmer, game designer, and technical artist who enjoys wearing many hats.*

## Game Developer and Co-Founder, Lost Decade Games

*2010-present*

Designed and developed over a dozen HTML5 games published across *Steam*, *Google Play*, *iOS App Store*, and more. These games include the award-winning shoot 'em up [Onslaught! Arena](#) and [A Wizard's Lizard](#), which has sold more than 50,000 copies.

## Game Developer, Game Closure

*2012*

Was employee #1 and helped [Game Closure](#) raise $12 million in funding. Designed and developed mobile HTML5 games and a 2D JavaScript game engine.

## Senior Front-end Engineer, Raptr

Implemented [Raptr](#)'s front-end rewrite in PHP using cutting-edge tech like Big Pipe, CSS3, and modular JavaScript applications. My engineering efforts helped *Raptr* acquire more than 6 million registered users and $15 million in funding.

## Front-end Engineer, Yahoo!

Rewrote the front-end for *Yahoo! Widgets*, a platform for desktop games and applications written in JavaScript. Developed the front-end for the *Yahoo! Application Platform*, a suite of developer tools used to create games and applications for the web.