Matt Hackett

HTML5 Game Developer

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*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](http://www.lostdecadegames.com/games/onslaught-arena/) and [A Wizard’s Lizard](http://www.wizardslizard.com/), which has sold more than 50,000 copies.

## Game Developer, Game Closure

*2011-2012*

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

## Senior Front-end Engineer, Raptr

*2009-2011*

Implemented [Raptr](http://raptr.com/)’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!

*2007-2009*

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.