Matt Rudder

SOFTWARE DEVELOPER

3591 South Grace Lane
Bellingham, WA 98226

matt@mattrudder.com
http://mattrudder.com
661-205-1189

See code samples on my active GitHub account:
https://github.com/mattrudder

Professional Experience

Software & Web Developer
Logos Research Systems, Inc., Bellingham, WA
October 2006 – Current (5 years, 10 months)

Implemented cross-platform client software features using C++, C++/CLI, Cocoa, C#, .NET and Windows Presentation Foundation. Specialized in UI for Windows, Mac, and web applications. Implemented UI for social network using HTML5, CSS & JavaScript/jQuery, offering creative solutions to save resources and improve the user experience. Also developed back-end web applications and e-commerce systems using ASP.NET Web Forms, ASP.NET MVC, Windows Communication Foundation and native C++ systems. Responsible for research and implementation of automated build and deployment procedures for web applications using NAnt and CruiseControl.NET.

Web Developer
Kern High School District, Bakersfield, CA
June 2000 – September 2004 (4 years, 3 months)

Built web administration front-ends for staff using ASP. Designed and implemented database system for Virtual Enterprise website redesign. Created interactive Math tutorials using HTML and JavaScript. Supervised several websites and database imports from external school sites, and managed a group of sixteen student intern web developers.

Education

Bachelor of Science in Game Development
Full Sail University, Winter Park, Florida, June 2006

Selected Projects

Biblia.com
Developed an ebook display mechanism using C#, allowing around a million desktop software users access to nearly 10,000 books and reference works from the browser. Particular UI features include navigating books via "infinite scrolling" techniques, library browsing, and searching. Built application logic using ASP.NET MVC to interface with a C++ resource library, outputting book content "on-demand" with HTML, CSS and JavaScript, accessing users' desktop preference data via REST web services, all browser-compatible down to IE6.

Faithlife.com
Developed key features and UI components for social network using JavaScript/jQuery, C# and ASP.NET MVC. Built file storage web service using ASP.NET Web API, Amazon S3 cloud storage, and MySQL as well as it's accompanying document management UI using HTML, CSS, and JavaScript/jQuery. Also developed in-browser cropping tool for account avatar uploads which utilized the HTML5 Canvas and FileReader APIs for client-side image manipulation, saving bandwidth and improving server performance.

Proclaim Presentation Software
Rapidly developed initial prototype for cloud-based presentation software using Windows Presentation Foundation and Cocoa, utilizing Mono and C# for cross-platform application logic. Following prototyping, specialized in Mac development, including key features such as stylized text rendering with Core Text and Core Image, video playback with Core Video, embedded webpage view, and custom Cocoa UI for presentation content editing. Finally, developed automated build and packaging processes for the Mac client, seeing the project through the entire 24-month development cycle.

Ack! Zombies
As technical lead, designed and implemented core game engine framework with C++, including a game state machine, object manager, and Direct3D 9 graphics engine with support for both static and animated meshes using hardware skinning, spatial partitioning, and frustum culling for performance. Also designed and implemented billboard sprite-based particle system and supporting editor using C#.

TECHNOLOGIES

.NET 1.1 - 4.0
ASP.NET
C++ STL
DirectX 9
OpenGL
jQuery
SQL Server
MySQL
SQLite
Unity 3.0

LANGUAGES

ActionScript 3.0
C#
C/C++
C++/CLI
CSS
HLSL
HTML/HTML5
JavaScript
Lua
Objective-C
SQL
XAML
XML

DEVELOPMENT TOOLS

CruiseControl.NET
FogBugz
Git
MBUnit
Visual Studio 7+
NAnt
NUnit
RegEx
Subversion
Xcode