

MATTHEW E. BRELSFORD

www.matthewbrelsford.com

Professional Experience

FableVision Studios

09.2014 - Present

Game and Web Developer

- Created mission-based educational games and interactive media for iOS, Android, and the browser, using Unity3D and HTML5
- Estimated budgets, timelines, and schedules

Tufts University - Laboratory for Playful Computation

10.2013 - 09.2014

Lead Web Game Developer

- Designed and developed “Trails Forward”, a multiplayer educational simulation game built with HTML5, Javascript, Backbone, WebGL, Websockets and Ruby on Rails
- Managed scheduling and workload for junior developers, artists, and researchers

Sapient Nitro

12.2011 - 09.2013

Senior Interactive Developer

- Utilized open source and proprietary software to develop rich web applications for LeBron James, Chrysler, Blue Cross Blue Shield, Sunglass Hut, and Sprint
- Ran the “Lunch and Learn”, a bi-monthly programmer meetup used to foster the growth of new technologies and best-practices

Allen & Gerritsen

09.2010 - 12.2011

Web Developer

- Programmed internal and public facing web applications using multiple content management systems, 3rd party APIs, and custom software
- Made use of Facebook, Twitter, Foursquare, and Google APIs to build rich social media applications and data aggregators to help clients better understand their audience

Technical Skills

Languages & Frameworks

C#, Ruby on Rails, HTML5, CSS, Javascript, jQuery, Backbone, Angular, Bootstrap, Gulp, WebGL, ThreeJS, .NET, PHP, MySQL, JSON, XML, WebSockets

Tools

Unity3D, Photoshop, Visual Studio, IIS6+, Apache, SVN, Git, Blender3D

Education

University of Vermont

2004- 2008

BA in Theatrical Lighting Design with Computer Science Minor