

# Matt Rudder

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## PROFESSIONAL EXPERIENCE

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### Senior Engineer & Tools Lead, *Unannounced Mobile MMO*

BEYOND GAMES, SAN FRANCISCO, CA | APRIL 2013 - CURRENT | 3+ YEARS

Created a resolution-independent, easily-maintained, and flexible UI framework for a mobile game utilizing HTML, React and jQuery. Developed skeletal animation system in C++ and F# for in-house engine. Implemented several tools currently in use for automated app deployment and testing, profiling and development workflow.

### Software Engineer

MIXAMO, SAN FRANCISCO, CA | OCTOBER 2012 - MARCH 2013 | .5 YEARS

Maintained Ruby on Rails based commerce site and C++ art pipeline for animation marketplace, along with integrations in content creation tools such as Unity and 3DS Max. Added support for new Mecanim animation features in Unity integration. Implemented background worker system for animation processing requests.

### Software & Web Developer

LOGOS RESEARCH SYSTEMS, INC., BELLINGHAM, WA | OCTOBER 2006 - OCTOBER 2012 | 6 YEARS

Implemented client software features using C++, Cocoa, C# and Windows Presentation Foundation. Specialized in UI for Windows, Mac, and web applications. Also developed back-end web applications and e-commerce systems using ASP.NET Web Forms, ASP.NET MVC, and native C++ systems. Responsible for research and implementation of automated build and deployment procedures for web applications.

### Web Developer

KERN HIGH SCHOOL DISTRICT, BAKERSFIELD, CA | JUNE 2000 - SEPTEMBER 2004 | 4.25 YEARS

Built web administration front-ends and designed and implemented a custom CMS, both using ASP. Created interactive Math tutorials and quizzes using HTML and JavaScript. Managed several database imports from external school sites and supervised a group of sixteen student intern web developers.

## SELECTED PROJECTS

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### Remote Profiler and Monitoring Tools

Developed a tool for remote profiling and diagnostic reporting of game builds using HTML/JavaScript for the client UI, and a lightweight WebSocket server on device builds. The tool allows developers to connect to remote devices and monitor hierarchical timings of game systems as well as diagnostic output from any core simulation systems.

### Mobile App Deployment Tool for Pre-release Testing

Developed a web application for iOS app build management and deployment. Interfacing with the continuous integration server, the tool automatically pushed and organized builds for each commit from multiple code branches, allowing design and art teams to keep up to date with the latest engineering efforts.

### Proclaim Presentation Software

After rapidly developing the prototype for a cross-platform cloud-backed presentation software using Windows Presentation Foundation and Cocoa, further developed core features including custom text rendering, video playback, embedded web content views, and content editor. Finally, developed automated build and packaging processes, seeing the project through the entire 24-month development cycle.

## EDUCATION

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### Bachelor of Science in Game Development

FULL SAIL UNIVERSITY, WINTER PARK, FLORIDA, JUNE 2006

## TECHNOLOGIES

.NET 1.1 - 4.5  
ASP.NET  
C++ STL  
DirectX  
OpenGL  
jQuery  
Node.js  
MS SQL Server  
MySQL  
SQLite  
React  
Unity

## LANGUAGES

C/C++  
C#  
CSS/LESS  
F#  
HLSL  
HTML  
JavaScript  
Lua  
Objective-C  
Ruby/RoR  
SQL  
XML

## DEVELOPMENT TOOLS

CruiseControl.NET  
FogBugz  
Git  
Jenkins  
MUnit  
MS Visual Studio  
NAnt  
NUnit  
RegEx  
Subversion  
Xamarin  
Xcode

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See code samples and open source contributions on my active GitHub account: [GitHub.com/mattrudder](https://github.com/mattrudder)