

# MATTHEW GIFFELS

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## JOB TARGET

- ◇ To obtain a challenging and fun position in the computer graphics industry that will allow me to grow and improve my skills.

## SKILLS

### ◇ Software

Blender  
After Effects  
Flash  
Gimp  
Image Ready  
Illustrator  
Indesign  
Photoshop

### ◇ Languages

Actionscript  
CSS  
XHTML  
MySQL  
PHP  
Python

### ◇ Platforms

Linux  
Mac OSX  
Windows

## EDUCATION

- ◇ Full Sail Real World Education  
Associate of Science in Digital Media  
September 2005
- ◇ Full Sail Real World Education  
Bachelor of Science in Digital Media  
June 2006

## WORK EXPERIENCE

### ◇ Flash Developer - May 2006 / September 2006

**JHT Technologies**  
**Orlando, FL**  
**888-657-2727**

- Develop classes that run simulated devices.
- Each device must be self-contained but able to be plugged into other simulations.
- Be self-sufficient in finding and completing work.

### ◇ Interface Designer - September 2006 / Current

**Electronic Arts**  
**Maitland, FL**  
**407-838-4000**

- Design and implement user interfaces for various game titles using Flash and Actionscript.
- Work within complex Actionscript based framework that communicates with backend databases and game code.
- Help various teams stay on schedule and on track.
- Optimize content to be used in a specified memory allotment.
- Develop artistic style-guides for entire team to follow.

### ◇ Shipped Titles:

Madden 08 (PS2 / Xbox)  
NCAA 08 (PS2 / Xbox)  
NCAA 08 (PS3 / Xbox360)  
NFL Tour (PS3 / Xbox360)  
NFL Head Coach 09 (PS3 / Xbox360)