Matt Hayes

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matt@mysterycommand.com
(612) 501-5383
Washington, DC

Work Experience

Freelance/Self-employed
Creative Technologist

May 2018 - present

With my commercial software and problems-of-scale experience, I've worked with teams to modernize tech-stacks and deployment processes; drastically improve network and runtime performance; and integrate CMSs, AI & ML services, and modern browser capabilities to deliver boundary-pushing creative projects that blur the line between web and native.

Technologies: Rust, TypeScript, C#, NodeJS, ReactJS, ThreeJS, Unity, WebGL, WebAssembly, WebRTC, AWS, Azure, Firebase

Tumblr
Software Engineer

Jul. 2015 - Apr. 2018

The first thing I did at Tumblr was work with the Core Web team to bring unit tests to the site's JavaScript build tools. I also worked to revamp and reintroduce the replies feature for the web, and in 2016 I joined Core Web, moved to Brooklyn, and started working on a ground-up rewrite of Tumblr's frontend using React, Express, and TypeScript.

Technologies: HTML5, CSS3, JavaScript, TypeScript, NodeJS, Express, ReactJS, Lodash, Webpack, Sass, Docker

Yahoo!
Software Engineer

Mar. 2014 - Jun. 2015

At Yahoo, I worked to port UI components for Yahoo's web properties from YUI to React and Flux. I built a "jank" monitoring tool and integrated it into the larger CI/CD pipeline, and on the Branded Magazines team, I helped create an isomorphic web-app leveraging Tumblr's creation and distribution platform alongside Yahoo's edge-caching and traffic infrastructure.

Technologies: HTML5, CSS3, JavaScript, SVG, NodeJS, ReactJS, Flux, Sass

Freelance/Self-employed
Creative Technologist

Jun. 2009 - Feb. 2014

My freelance work focused on client-side application architectures, user interface development, and data visualization. I lead small teams to build engaging and informative experiences using the latest technologies. I transformed complex business needs into user scenarios, and those into custom web applications for clients large and small.

Technologies: HTML5, CSS3, JavaScript, SVG, Flash, Flex, ActionScript 3

Sierra Bravo (now The Nerdery)
Programmer/Analyst

Feb. 2009 - May 2009

At The Nerdery I worked with their amazing team of developers on a wide range of projects. Highlights include programmatically animated UI for: a CMS and social media–integrated Flash widget, an XML-configurable banner ad with cue-point–enabled video player, and a Rock Band-style trade show booth game using Adobe AIR.

Technologies: (X)HTML, CSS, JavaScript, Flash, Flex, ActionScript 3

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Education

Minneapolis College of Art + Design
Bachelor of Science: Visualization   Fall 2003 - Spring 2007
Graduated With Honors, Spring 2007   Career GPA: 3.778
Florence Honors Program, Spring 2007
Merit Scholar, Fall 2006

References

Shah Kashani
Sr. Engineering Manager
Tumblr
https://www.tumblr.com/
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Corinne Hoener
Sr. Software Engineer
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Mark Fox
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Skills

Languages

JavaScript	12 YEARS	★★★★★
HTML	12 YEARS	★★★★★
CSS	12 YEARS	★★★★★
NodeJS	8 YEARS	★★★★★
Bash	8 YEARS	★★★★★
Git	8 YEARS	★★★★★
PHP	~ 5 YEARS	★★★★★
MySQL	~ 5 YEARS	★★★★★
PostgreSQL	< 1 YEARS	★★★★★
Swift	< 1 YEARS	★★★★★

Software

Adobe CC	15 YEARS	★★★★★
VS Code	~ 2 YEARS	★★★★★
macOS	15 YEARS	★★★★★

Hobbies

Drawing	> 31 YEARS	★★★★★
Painting	> 25 YEARS	★★★★★
Sculpture	~ 12 YEARS	★★★★★
Generative Art	~ 12 YEARS	★★★★★
Philosophy	?? YEARS	★★★★★