

Matt Rhodes

iOS and Visual Software Developer

Contact

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Objective

To obtain employment as a salaried employee in a position that utilizes my skills as a visual software developer, writing client-facing iOS apps or working with 2D or 3D graphical systems.

Recent Experience

ZapLabs

2016-Present
Engineering Manager, iOS
Emeryville, CA

As the manager of the iOS team, and now the mobile team, I designed several key components of our architecture and oversaw teams of two to twelve.

- Working with cross-functional teams, managed the creation of the Zap CRM iOS app from the ground up in Swift.
- Delivered white-labeled apps for Century 21, Coldwell Banker, ERA, BHGRE, and ZipRealty.
- Wrote the ZipRealty Apple TV app, integrating with custom in-house frameworks.
- Designed higher level layout constructs for simplified and flexible app construction.
- Devised an innovative tiling system for caching home markers displayed on interactive maps.
- Hired and managed iOS teams of various sizes and skillsets.

Daysaver, Inc.

2015-2016
Director of App Development
Seattle, WA

I wrote the iOS client for the Daysaver platform, which is an inventive consumer and business scheduling solution.

- Used Xcode and Objective-C to create the responsive iPhone/iPad app from the ground up.
- Worked with a designer to implement a multi-user, multi-panel interactive experience.
- Helped design the platform's RESTful API for client-server communication.

Motivated Pixels

1999-Present
Owner
Oakland, CA

I have two apps in the iOS App Store. In addition, I provide my services and experience to various marketplaces, including video and graphics.

Pick A Winner App (motpix.com/pickawinner)

- Created an iOS photography productivity app for removing near-duplicate album photos.
- My second iOS app, I learned about programmatic UI, UICollectionViews, and in-app purchasing.

Autocomplete App (motpix.com/autocomplete)

- Designed and developed the hit game show Autocomplete for the iPhone and iPad.
- My first iOS project, I learned about storyboards, layout, animation, and video playback.
- The app is full-featured, including a game editor, a question editor, and various game modes.

Zaxwerks, Inc.

1999-2015
Director of Engineering
Temple City, CA

I was the principal developer of several professional 2D and 3D animation products used primarily by the broadcast industry.

- Developed the next generation of software and hardware-based renderers for 3D ProAnimator and 3D Invigorator, using C++, OpenGL, and GLSL.
- Created cross-platform Mac and Windows authoring tools for geometry, materials, and lighting.
- Designed and implemented 3D Flag, a cloth-based flag simulator for Adobe After Effects.
- Wrote a flexible panel-based user interface layout framework, used by most Zaxwerks products.
- Primary developer of the award-winning Zaxwerks product line.

Santa Barbara Studios

1995-1998
Senior Software Developer
Santa Barbara, CA

I developed several plug-ins, shaders, and standalone applications for the production of visual effects for films and games.

- Aided in the development of a hair renderer, now licensed to Alias|Wavefront for use in their award-winning Maya product.
- Wrote shaders, plug-ins and tools for Maya, RenderMan, Shake, and other products.
- Worked on productions of: *Star Trek: Insurrection*, *Paulie*, *Parasite Eve* (game), *Spawn* and *An American Werewolf in Paris*.

Software Experience

- Swift, C++, UIKit, OpenGL, GLSL shader development (Macintosh, Windows, Unix).
- Third party APIs (RestKit, GraphQL, OpenMP, TBB, Embree, FreeImage, FFMpeg).
- Various plug-in APIs (Adobe After Effects plug-ins, Apple FxPlug).
- Development platforms (Xcode, iOS, Mac, Apple TV, Visual Studio).

Education

1995 - Master of Science degree, Computer Science, University of California Santa Barbara
1992 - Bachelor of Science degrees, Computer Science and Mathematics, Virginia Tech

References Available Upon Request