MATT LINFORD CREATIVE TECHNOLOGIST

Professional Experience

2017 - Present **Director, Software Development**

Hulu, Santa Monica, CA

Helping redefine TV one pixel at a time. Head of Web Development overseeing multiple teams powering the Hulu.com experience, from subscriber acquisition and growth to online browsing and playback. Oversaw the largest rearchitecture and rebuild of Hulu.com to date with modern web technologies and frameworks.

2012 – 2017 Senior Manager, Software Engineering

Disney Consumer Products and Interactive Media, Glendale, CA

Headed up creative technology and frontend development for Disney Interactive. Led and oversaw multiple development teams focusing on Disney's flagship websites and experiences across the Disney, Marvel, and Lucasfilm brands including Disney.com, StarWars.com, Babble.com, and DisneyStore.com. HTML5 game development and interactive experiences built as a platform, both for Disney IP and co-branded marketing opportunities with partners.

2011 – 2012 Lead Web Application Developer

Disney Interactive Labs, Burbank, CA

Core member of a tiger team of developers and designers tasked with innovating and rethinking the Disney brand across all digital mediums. Led the frontend engineering effort on the largest rearchitecture of Disney.com to date. Managed a small team of talented engineers changing the way Disney approaches the web and mobile devices. Agile software development with modern web technologies. Research and rapid prototyping of emerging technologies for immediate and future projects. Interactive user experience development and design to deliver engaging experiences across all platforms.

2008 – 2011 Interactive Developer

Disney Interactive Media Group, North Hollywood, CA

Flash/ActionScript and JavaScript development on Disney.com. Native mobile development for iOS (Objective-C) and Android (Java). Cross platform app and game development with Adobe AIR, Unity, and HTML5. Research and development of emerging web and mobile technologies.

2007 Associate Interactive Developer

Walt Disney Internet Group, North Hollywood, CA

Flash and JavaScript development on Disney.com. Rapid prototyping, user experience design, and interactive development. Creation of interactive digital toys aimed at engaging with guests and enhancing their online experience. Executive summaries and presentations of upcoming creative team initiatives.

Additional Experience

2004 - Present-ish Creative Technologist

Stormcrow Interactive, Bakersfield, CA

Freelance development; sites, games, and mobile. JavaScript and HTML5 development focused on rich interactive experiences utilizing CSS3, Canvas, WebGL, and WebVR. Web application development with Node.js, Ruby, and Python. Creative coding with Processing, Cinder, and openFrameworks. Game Dev tinkering in Unity. Flash/ActionScript. Art. Music. Hack. Create.

2002 – 2004 **Web Developer**

Kern High School District, Bakersfield, CA

Flash/ActionScript and web (JS/CSS/HTML) development for Kern Learn, an internet-based learning management system that provides online courses for a digital classroom.

Contact Information

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Education

BFA: Digital Media Art

CADRE Laboratory for New Media, San Jose State University

AS: Computer Science

School of Engineering, Bakersfield College

Skills

Tech Leadership Node.js
Eng Management Next.js
Software Design Express
Product Dev Sinatra
User Experience Ruby on Rails
Flask

Django

JavaScript WebGL

WebVR Creative Coding
Ruby Processing
Python Cinder
Java openFrameworks

Max React Unity

Redux

Vue Flash Mithril ActionScript

Awards

2019 People's Voice Webby Winner *Media Streaming - Hulu.com*

2017 Webby Award Winner *Movie & Film - StarWars.com*

2017 People's Voice Webby Winner *General Website - StarWars.com*

2014 Webby Honoree

Best User Experience - Disney.com

2013 Interactive Media AwardsBest in Class, Kids - Disney.com

2013 People's Voice Webby Winner *Movie & Film - Disney.com*

2012 People's Voice Webby Winner Games - Disney.com