

# Aaron Matthew



📍 2026 S Shenandoah St, Apt 1, Los Angeles 90034, United States 📞 4153788154  
✉ oizys0@gmail.com

## Strengths

Systems

Tools

DSLs

Games

Interactive

Narrative

XR

UGC

Design

Research

Mentoring

## Work experience

📅 2021-10 – 2024-04

📍 REMOTE, NEW ORLEANS, UNITED STATES

### Systems Engineering Director Possibility Space

- Conducted technical vision for an online game and UGC ecosystem
- Developed an advanced DSL for end-users and internal data definitions
- Constructed a reactive UI framework that offered customizable automatic controls for arbitrary data

📅 2018-08 – 2021-09

📍 CULVER CITY, UNITED STATES

### Tech Director Niantic, Inc

- Provided expert guidance and leadership in the development of cutting-edge live immersive experiences
- Spearheaded an engineering team to successfully transition ideas from prototypes to full-scale production
- Designed and implemented robust architectures for narrative, geolocated cooperation, moderation, and content management

📅 2018-04 – 2018-08

📍 CULVER CITY, UNITED STATES

### Tech Director Seismic Games

- Developed a C# web-socket server based bot/AI system, client-server NUE scripting, loot rewards microservice, and Unity3D

## Work experience

combat FX timing tuner for the mobile Magic the Gathering game: Magic Spellslingers

📅 2012-03 – 2018-03 📍 SAN FRANCISCO, CA, USA

### Chief Technology Officer FableLabs, Inc

- Created and iterated on multiple programming languages for narrative and gameplay scripting, node-based game data and logic editors, and interactive fiction tools optimized for writers
- Utilized extensive Unity3D knowledge to develop custom plugins such as logging, audio banks, isometric editors, material presets, prefab managers, procedural animation, and rigging
- Built asset pipeline tools, publishing tools, and dashboards using D3.js, Python, CloudFront, Lambda, DynamoDB

📅 2010 – 2012 📍 SANTA MONICA, CA, USA, INDIA

### Director of Gaming Asvathaa Inc

- Directed and managed teams of developers located in India and Los Angeles to create social and mobile games with a focus on positive impact, specifically targeting the Asian diaspora

📅 2007 – 2009 📍 WEST HOLLYWOOD, CA, USA

### Lead Game Designer Meteor Games

- Led the design, engineering, and architecture of cross-media MMO, Twin Skies
- Developed and implemented prototypes for gameplay features

📅 2005 – 2007 📍 PASADENA, CA, USA

### Lead Programmer Kaiser Permanente

- Led development of information gathering, reporting, and process improvement projects for a network of over 200,000 machines

## Work experience

📅 2004 – 2005 📍 SAN FRANCISCO, CA, USA

### Chief Technology Officer Data Mosaics

- Designed and implemented core technologies and provided framework expertise

📅 2003 – 2004 📍 GLENDALE, CA, USA

### Lead Programmer The Dohring Company

- Administered large-scale PHP / MySQL platform
- Implemented automation systems for data mining and delivery

📅 2002 – 2003 📍 ARCADIA, CA, USA

### Information Systems Engineer M-Audio

- Created company intranet and CRM software

📅 1998 – 2001 📍 THOUSAND OAKS, CA, USA

### R&D Manager MAXON Computer Inc

- Managed development timelines for 3D graphics software, Cinema4D
- Provided API support to third party developers
- Created documentation, tutorials, and plugins

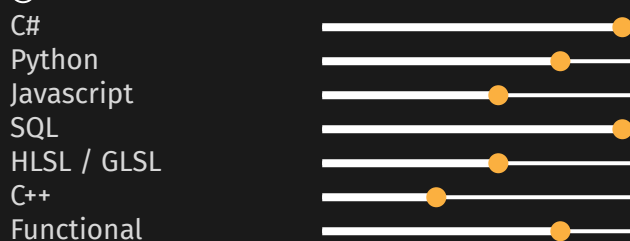
## Education

📅 1997 – 2000 📍 MOORPARK, CA, USA

### Computer Science, Business, Multimedia, Theatre Moorpark College

## Skill Points

### ① PROGRAMMING



### ① PLATFORMS

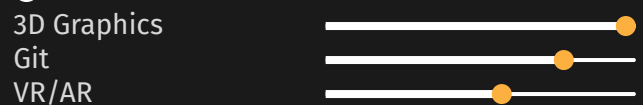


### ① TECHNOLOGY

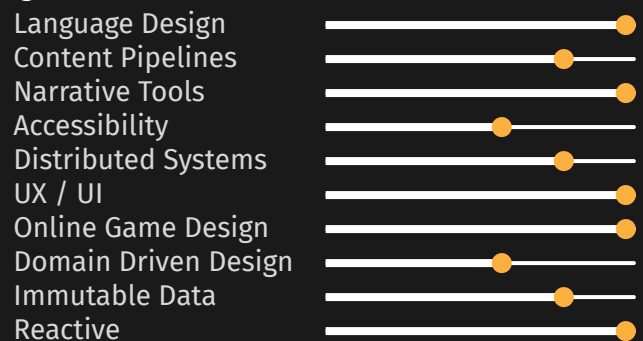


## Skill Points

### ① TECHNOLOGY



### ① SPECIALIZATIONS



## Hobbies

