

Matthew Drake
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Proficient in following technologies:

Basic:

C++
Visual Basic for:
Microsoft xcel and
Openoffice calc
Smalltalk
C

Intermediate:

PHP
Javascript
HTML

Advanced:

Java
CSS
Adobe Action-script for
Flash

Trained in the following technical fields:
Visual design and basic art

Interface design and basic multi-touch interfaces

Advanced film technique and film technologies

Intermediate digital art for interaction

Objective

Engage in a part time position with opportunities for direction or management

Provide strong support relating to business, software design, and software technology

Education

BS in Computational Media from the College of Computing at The Georgia Institute of Technology

Enrolled as Part Time Masters Student in Digital Media with the College of Literature, Communication, and Culture at The Georgia Institute of Technology

Achievements

Billed for Demo Day Winter 2006 hosted by college of Literature, Culture, and Communication

Ambient lighting techniques in Flash
Device to visual representation using Jitter

Game published under Albino Black Sheep

“The Handler”: art and programming by Matthew Drake
music by Tim Halbert

Billed for Demo Day Winter 2008 hosted by college of Literature, Culture, and Communication

Game designer/developer for the Next Generation Play project, sponsored by Alcatel Lucent.

Technology

Author and owner of plate3d pseudo-engine for Flash As2
Author and owner of directory based image browser for Flash As3
Author and owner of directory based music player for Flash As3