Matthew Lloyd Listor

SOFTWARE DEVELOPMENT & DESIGN

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Full-stack software engineer with nearly three years experience as a graphic designer. Passionate about creating fun and interactive applications incorporating the logic of coding and forward-thinking designs and solutions.

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TECHNICAL PROJECTS

Tournament Bracket Generator / Github Frontend – Backend – Demo

A multi-purpose single elimination interactive bracket web application. Inspired from organizing gaming tournaments in college with the help of Challonge.
+ Developed a Rails API backend to organize current tournaments being worked on
+ Includes authorization for user login
+ React.js and JSX for frontend interactivity with the use of binary tree algorithms
+ User is able to enter a seed list and have it organized into a bracket, then select the winners to be placed in the next round

Rubik's Cube App / Github Frontend – Backend – Demo

Online two-dimensional classic Rubik's cube puzzle. Inspired from an old childhood obsession.
+ Created with React.js and Ruby on Rails API
+ Designed with interactivity - right or left click any face to rotate clockwise or counterclockwise
+ User can perform algorithms and miscellaneous patterns

Kirby Maze / Github Frontend – Backend – Demo

Fast-paced maze game involving collecting points while racing against the clock. Inspired by a vintage classic.
+ Developed with Javascript DOM Manipulation and Ruby on Rails API
+ Showcases front-end interactivity and overall user experience with 8-bit animated graphics and sound design
+ 'Run Kirby through the maze before time runs out! You can pick up coins along the way to improve your score and gain more time.'

WORK EXPERIENCE

Graphic Designer

Tag Worldwide / Jan 2017 – Jun 2019

+ Conceptualized and produced dynamic online and offline collateral for TIAA, including original campaigns, brochures, print and banner ads, presentations
+ Collaborated closely with a team of account managers to understand the client's business needs and ensure all work was produced at the highest standards within brand guidelines

Graphic Designer

fatrabbit CREATIVE / Aug – Nov 2016

+ Interfaced with local businesses to create tailored marketing collateral

Productions Assistant

Hearst / May 2016

+ Worked closely with the digital media team to execute projects for leading magazine brands

Graphic Design Intern

Ride Nature / Summer 2015

+ Worked full-time for a 501(c)3 non-profit action sports mission organization through outreach in local skateparks along with various design duties

SKILLS

+ HTML and CSS, Ruby on Rails, Javascript, React, React Native

+ Photoshop, Illustrator, InDesign, Lightroom

+ Typography, Hand Lettering, Branding, Editorial Design, Web Design

EDUCATION

Flatiron School

NY / Jul – Oct 2019

15 week on-campus intensive program in full-stack software engineering, Ruby on Rails, JavaScript, and React

Messiah College

PA / Class of 2016

Bachelor of Arts in Digital Media - Concentration in Art & Design

Freehold High School

NJ / Class of 2012

Graduated completing the Computer Science Academy program learning Javascript, Java, and C++