

## MATTHEW AEBERSOLD

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The following is my history in regards to being a developer. I was building Star Wars fan sites way back when Geocities and Tripod were things. Since then I've properly educated myself at the Art Institute of Seattle, cut my teeth on Flash & Actionscript sites, I've grown and matured at Bukwild into a Sr. Developer, and now I currently find myself at a small startup called Helium Development. I genuinely appreciate you taking the time to look at my history and skills. I look forward to hearing back from you.

## PORTFOLIO SITE

mattaegersold.com

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## WORK HISTORY

### **Helium** *heliumdev.com*

*Senior Developer: 2016 - present*

I started working at helium as a contractor when I left Bukwild. That quickly became a full-time position where I'm officially the Sr. Developer. We are a group of just 4 people working to establish our brand as a top-tier boutique design and development studio that focuses on ecommerce development with Shopify.

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### **Partstash** *partstash.com*

*Developer, now owner: 2014 - present*

In 2014 I was asked to contribute to a startup that was trying to break into the market of buying and selling cars and parts. It's called Partstash. It was created by a mixture of talent including software engineers at Google and Amazon. The purpose of Partstash is a place where car enthusiasts can buy, sell, and trade in an amazing online environment built specifically for them. My initial role was a front-end developer and a 15% partner in the business. Since then, the group has disbanded, and they gave me full legal control of the intellectual property, the brand, and all of it's assets. Right now it's a personal project only.

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### **Bukwild** *bkwld.com*

*Senior Interactive Developer: April 2010 - March 2016*

There's so much to say about Bukwild, that I'll just give you the best stuff. I started here immediately upon graduating (they hired me with still a month to go before I graduated). I built Flash experiences for many clients including **Warner Brothers, Corona, SONY, Playstation, etc.** Since the demise of Flash, I made the transition to responsive website development with interactive javascript. This was a maturity milestone within Bukwild, as well as a move away from Flash. We kept our interactive strengths from the Flash days, but adopted Javascript & Web standards as the new baseline tech for all our web projects. From there I did projects for **McDonalds, Budweiser, California Tourism, COPA Tournament, Clif Bar,**

**Drexel University, Nasdaq, etc.** Personally, I've grown and matured as both a person and a developer there. I started as a Jr. Flash Developer and left on good terms there as a Sr. Interactive developer. They are amazing people there, and I look back on my time there with great thanks and a massive respect for them.

Contacts for reference

<b>Robert Reinhard</b> <i>(CTO &amp; My direct boss)</i>	robert.reinhard@bukwild.com
<b>Justin Jewett</b> <i>(VP)</i>	justin.jewett@bukwild.com
<b>Ryan Vanni</b> <i>(CEO)</i>	ryan.vanni@bukwild.com

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**Mars Hill Church/Resurgence** *marshill.com, theresurgence.com (no longer online)*  
*Graphic Design & Art Direction: 2008 - 2011*

I've attended Mars Hill for a few years before starting to volunteer my time there. I worked with some great directors there, learning design, art-direction, and graphic design.

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**ZAAZ** *zaaz.com (now possible.com)*  
IXD Intern: 2008

I was accepted here as an intern while in school. It was only for a short time (roughly 6 months). Honestly it was very scary to be dropped into a full-on agency while in the middle of my education. But, because of this I got my first taste at what the professional world was like.

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## EDUCATION

**The Art Institute of Seattle**  
*Bachelor of Science, Web Design & Interactive Media (with honors)*  
Graduated: **March 2010**  
Accumulative GPA: **3.6**

When I started going to the Art Institute, my whole goal was to work as a web developer. They had two available degrees. One was Graphic Design, and the other was a hybrid course that blended the best of Graphic Design with development and interactivity. That's the course I took. I focused more heavily on the development side of things, learning things like Flash very heavily. The result of all this was graduating with a 3.6 and honors, and kickstarting my career as a developer.

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## ACCOMPLISHMENTS

### Notable Clients & Projects

**ClifBar.com** - Lead Front-End Developer (bukwild)

**COPA Centenario 2016** - Lead Front-End Developer (bukwild)

### iOS apps

**Budweiser Band Of Buds 2012** - Lead App Developer (bukwild)

**McDonalds Breakfast Campaign 2013** (fully built but never launched) - Lead App Developer (bukwild)

### Art Institute of Seattle Dean's list & President's list

**Dean's List & President's List** - Winter 09, Fall 09, Summer 08, Spring 08, Fall 07, Summer 07

### Awards & Nominations

**2012 Webby Nomination** - Crocker Art Wall (bukwild)

**2011 One Show Interactive** Finalist - Disturbed Asylum (bukwild)

**FWA Site of the day** Disturbed Asylum & Drexel University (bukwild)

## AWWWARDS

**BKWLD Site** (*front-end developer*) - <https://www.awwwards.com/sites/bkwld>

**Visit Humboldt** (*front-end developer*) <https://www.awwwards.com/sites/visit-humboldt-california>