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Top Skills

Web Development

Management

User Experience (UX)

Certifications

HTML Certification

Matthew Pasteris

Professional nerd-herder, currently in the free state of Texas.
Austin, Texas

Summary

I AM. Intention, Action, Manifestation. This principle extends beyond being a mechanism for success in everyday life, well into the realm of the workplace. Every project we undertake begins with a statement of intention, followed by the actual work, culminating in the manifestation of our finished product.

Consider this my “letter of intent”, a declaration to the business world that I, Matthew Louis Pasteris, am ready for my next challenge!

I will bring two decades of experience to your team, predominantly in Web Development but also including elements of Design, Illustration, UI/UX, and my favored “fifth element”, Management. While I am quite capable working with the four technical elements, I have found that I excel in a leadership role, specifically in regards to working with engineers. I am well suited to work with the engineer because I am “one of us”. I am able to translate Engineer to Marketing, being fluent in both languages, thus reducing friction between departments. In general, engineers are a quirky lot; Thankfully, I’m about as quirky as they come.

My fulfillment comes from seeing a project through that cycle to manifestation. I’m certainly a full-cycle developer, from conceptualization in kickoff meetings all the way through to published product. My teams generally work under extraordinarily tight deadlines, delivering quality results that everyone can be happy with.

My most recent history comes from the Games industry - just shy of 9 years at Trion Worlds. In career terms, that’s a lifetime. In a former life, my work was produced within a wide variety of industries including construction, banking, green energy, and comics! The beautiful thing about Web is that it’s applicable to everyone. While I enjoy the frenetic environment offered in Games, I’m open to reviewing opportunities in any industry.

“You cannot beat a river into submission. You have to surrender to its current and use its power as your own.” - the Ancient One, Doctor Strange

Experience

Trion Worlds, Inc.

8 years 9 months

Senior Web Development Producer

January 2014 - October 2018 (4 years 10 months)

Redwood City, CA

Management and delegation of WebDev tasks along with creative direction, codebase ownership, UI/UX development and day-to-day operations for all things web.

Acting Web Manager

June 2013 - December 2013 (7 months)

Redwood City, CA

Managing the WebDev group within the Creative Services department as well as coding, email marketing and conceptualizing the future of the company's web presence. Unofficial duties include logo design and game asset creation.

Web Developer

February 2010 - June 2013 (3 years 5 months)

Redwood City, CA

HTML, CSS, js and general cat herding for the Trion Worlds family of websites, primarily focusing on the RIFT properties.

Rackup

Contract Web Designer

July 2009 - October 2009 (4 months)

Mountain View, CA

I worked on the front-end site to promote a niche market bidding application.

Serious Materials

Web Consultant

August 2008 - April 2009 (9 months)

Sunnyvale, CA

Assisted in the design and development for the launch of two new websites.

Callidus Software

Web Developer

September 2008 - February 2009 (6 months)

A bit of code, a bit of Flash, a bit of graphics. All the old staples.

Fat Spaniel

Contract Designer/Developer

April 2008 - August 2008 (5 months)

San Jose, CA

Creating, editing and maintaining Flash-based user interfaces for solar energy installation kiosks.

Printroom

Web Producer

August 2007 - February 2008 (7 months)

Sunnyvale, CA

"Web Producer" is a bit erroneous as they have drawn on a multitude of my talents. Essentially, I came onboard to help them out with some projects while I look for work.

Pinnacle Systems

Designer/Developer

June 2006 - August 2007 (1 year 3 months)

Mountain View, CA

As a key driver of web projects, I created new pages as well as daily editing and maintenance of existing pages for Pinnacle's corporate retail site.

- CSS and HTML code, integrated into ASP pages on a CMS platform
- Original web graphics created in Photoshop
- Unique design templates for various landing pages, contests, promotions, newsletter, etc.

Quiet Solution

Creative Director

April 2005 - June 2006 (1 year 3 months)

Sunnyvale, CA

My wide array of responsibilities included graphic design, marcomm, signage, web development, printing, tradeshow coordination, ad placement, and branding. Highlights include re-branding of the corporate website and a 15 minute feature on CBS.

- Hard-coded CSS overrides within NetObjects because NetObjects renders terribly
- Hard-coded XHTML compliant website for QuietGlue product

Federal Research

Web Developer

2004 - 2004 (1 year)

Portland, OR

Along with maintaining the public-facing and the private, customer-facing sites, I created interactive PDFs.

JP Kids

Contract Web Producer

March 2001 - August 2001 (6 months)

San Francisco, CA

My principal role here was both as a web designer and as an illustrator for react.com. I created many webpages and spot illustrations for them. In addition, I created a new online comic strip for the site. I was also responsible for QA and uploading the site updates on a weekly basis.

- Utilized pre-existing templates and modified via HTML , CSS, and Dreamweaver
- Used graphics applications for website

HotDispatch

Web Producer

January 2000 - October 2000 (10 months)

Mountain View, CA

I maintained their corporate website, created graphics for presentations and online use, templates for print pieces, in-house Flash presentations, and even some spot illustrations.

- Created pages in HTML, CSS, and Dreamweaver
- Utilized CVS checkout system
- Used graphic applications for site and newsletter

Riffage

Web Designer

February 1999 - November 1999 (10 months)

Mountain View, CA

My duties for this ultra-hip online music site included coding and general design as well as tutoring other employees in the fine art of CSS and DHTML.

- Created pages from pre-existing templates in Dreamweaver

- Created pages in HTML and CSS
- Instructed others in HTML, DHTML, and CSS

Education

School of the Museum of Fine Arts

· (1992 - 1994)

Cascade School

Diploma, Psychological Warfare · (1989 - 1991)