

Matt Spiro

Front-end development

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Profile + Objective

My specialty is taking complex designs for the web and rendering them with respect and fidelity into code, using clean markup and styles, with particular attention to web standards with cross-browser support, including mobile devices. My aim is to work with a team of developers in an environment that emphasizes productivity, progressive enhancement, and code excellence.

Areas of Expertise

- Web standards: CSS and XHTML.
- Creative Suite: Photoshop and Illustrator particularly.
- Collaboration with back-end programmers: Familiarity with jQuery, Ruby on Rails, and PHP.

Work Experience

Fine Design Group // *Front-end developer* // 2006 to 2011

- Build templates from Photoshop files with great attention to detail.
- Apply progressive enhancements when applicable.
- Restyle legacy markup with CSS to completely rebrand an existing code-base.
- Rework existing sites to incorporate new layouts and elements.
- Work with designers to execute their vision and ensure its best possible execution online.
- Collaborate with back-end coders on complex builds.

Berkeley Sound Artists // *Sound Designer and Editor* // 1993 to 2006

- Designed sound effects and edited music and dialogue for film, video, and multimedia projects.
- Supervised small crews of editors and managed projects to fall within clients' budgets and deadlines.
- Major clients include Electronic Arts, Sony Computer Entertainment, and the Saul Zaentz Film Center.

Berkeley Repertory Theatre // *Resident Sound Designer* // 1999 to 2003

- Created and implemented sound designs for each major performance, some of which traveled to other theaters nationwide, such as the Public Theater in New York. Honored with several prestigious awards.
- Researched music and sound effects pertaining to the genre, time period, and cultural context of show.
- Supervised the theater's sound department, including equipment purchases and repair, hiring and supervising staff, and balancing both yearly and show-related budgets.
- Researched and implemented state of the art sound systems during the construction of a 600 seat theater. Trained staff to execute shows with this new technology.

Freelance Sound Designer // 1993 to 2006

- Developed sound designs for over 75 theatrical productions.
- Collaborated with composers, musicians and sound artists to incorporate their work into a production.
- Supervised instrumental, vocal, spoken word, and sound effects recording sessions.