Patrick Griffith

patrick.griffith@gmail.com • (203) 979-4402 • Summit, NJ

http://patrickfgriffith.github.io

Experience

Personal Projects September 2011 - Present

 • Designed and programmed an Android application called Movie Reminder (available on Google Play)

 -Native Android API, SQLite

 • Designed and programmed an Android game called Space Case (available on Google Play and Amazon.com)

 -Native Android API, LibGDX

Interlude (New York, NY)

Senior Developer January 2013 – March 2015

• Develop award winning interactive videos using Python, XML, Actionscript, Javascript, and HTML

• Programmed Bob Dylan's 'Like a rolling Stone' interactive video. http://video.bobdylan.com

Currently has over 4 million views

• Developed custom GUI templates using Actionscript and HTML for use in Interlude’s Treehouse platform

• Created a Python scripting library to automate the video’s XML creation process

New Jersey Institute of Technology (Newark, NJ)

Adjunct Professor September 2011 – May 2013

 • Course Instructor for CS276 2D Game Programming for Android

 • Designed and programmed an Android game called Space Case (available on Google Play and Amazon.com)

Slingo Inc. (Hackensack, NJ)

Senior Developer April 2010 - December 2012

 • Lead programmer for Slingo Daily Challenge, 5-Card Daily Challenge, Twiki Gems, Slingo Blast, Slingo Gold Rush, and Ricochet (Slingo.com)

 • All of these games are in the top ten best performing games on Slingo.com with Slingo Daily Challenge being the most successful Slingo game ever - averaging 200k game plays a day

 • Helped create the technology for our Flash games to communicate with our web service using Javascript

 • Created a modular Slingo game engine that allows for the quick production of new Slingo games

 • Refactored many older games to be more efficient and less error prone which reduced the number of errors users experienced on Slingo.com by more than 50%

Makatto (Sayreville, NJ)

Developer May 2008 - March 2010

 • Designed and programmed the 3D interactive Flash furniture for our user's online virtual storefronts

 • Created many Flash based interactive tools for the users to edit the furniture and images

 • Designed and developed a fully functioning image editor that allowed the user to remove the background out of their item images and save it back to the server

Education

Sacred Heart University Fall 2006 - Fall 2008

 Bachelor of Science in Computer Science GPA: 3.33

Full Sail Real World Education July 2000 - November 2001

 Associate of Science in Computer Animation GPA: 3.91

Skills

• AS3, Python, Javascript, Android, Java, C++, PHP, HTML, Flash, Photoshop, Illustrator