

MATT NELSON

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EMPLOYMENT

The Washington Post, web engineering, Washington, D.C.

Developer, May 2014 — present

- Built and maintained live election results modules and sports scoreboards
- Developed custom features for the Washington Post's in-house software, Arc Publishing
- Coordinated with a 6-10 person team to produce products in a timely manner
- Maintained and created documentation of products
- Developed products using Java, Python, using a JIRA and Github workflow.

The Washington Post, ServiceAlley.com, Washington, D.C.

Front-end web developer, September 2013 — present

- Built and developed a Facebook application to be fully integrated with the existing ServiceAlley site
- Handled front-end web development tasks using Javascript within a Ruby on Rails application
- Used GitHub on a daily basis to contribute and make modifications to the ServiceAlley site

Great Northern Radio Show, Minnesota

Staff writer, occasional performer, August 2011 — present

- Wrote sketches for seven episodes of a two-hour radio program hosted on KAXE.org

Scripps Howard Foundation Wire, Washington, D.C.

Multimedia Fellow, September 2012 — August 2012

- Optimized SHFWire.com for mobile and tablet environments using principles of responsive design
- Developed 14 interactive graphics for SHFWire.com and the Scripps Howard News Service using HTML5, CSS3, Google Fusion Tables, Dreamweaver, Javascript (libraries D3, Skrollr and Timeline-JS), and the Google Maps API
- Reported and wrote 16 Washington news and features stories for the wire service, SHFWire.com
- Updated the SHFWire website (shfwire.com) using the Drupal CMS to support interactive graphics and audio
- Taught a staff of six college interns DSLR (Canon Rebel-T2i) photography, Adobe Premiere Elements 11 video editing, shooting video, Soundslides, Audacity and the use of Zoom recorders with microphones

Think Magazine, Des Moines, Iowa

Online executive producer, January 2012 — May 2012

- Used HTML5, CSS3 and Adobe Muse to create www.ThinkDubuque.com
- Managed a team of three graphic/print designers and a website technical director
- Created two interactive graphics using Tumult Hype and one using Google Fusion Tables
- Researched and wrote one feature story for the magazine

Soudan Underground Lab, Soudan, Minn.

Physics, graphic designer and social media intern, June 2010 — August 2010

- Designed educational materials and seven tour posters for lab use
- Gave daily tours of an underground physics lab conducting experiments in neutrinos and dark matter
- Created the lab's Facebook page and created three videos about lab life
- Trusted with turning on a 6,000-ton steel neutrino detector every day

EDUCATION

Drake University, Des Moines, Iowa | Graduation Date: May 2012

B.A., Journalism and Mass Communications, and School of Education

Major: News/Internet **Minor:** Physics

SKILLS

Web: HTML5, CSS3, Wordpress, Drupal, Google Analytics, FTP, GitHub, Facebook API | **Multimedia:** Final Cut Pro X, iMovie, Google Maps API, Tumult Hype, Soundslides, Audacity, Nikon/Canon DSLR photography, Adobe Creative Suite | **Programming:** Python, Xcode, Javascript, Ruby on Rails | **Journalism:** Reporting, Writing, Interviewing