

Matt Tytel

Oakland, CA

tytel.org
github.com/mtytel
matthewtytel@gmail.com
707.372.7121

Experience

NuVu – Studio Based Design School

Taught an augmented reality video game course using Unity and mobile devices
Lead an electronic musical instrument making class with electronic sensors and Max MSP

Coach
Two Studios

Harmonix – Musical Game Studio

Developed a physics and music driven game prototype using Unity and synchronized music
Created the backend for the improvised rhythm guitar game feature for Rock Band VR

Developer
Jan 2016 – Feb 2017

Helm Synthesizer – Free Cross-Platform Synthesizer Plugin

Developed a synth engine for Helm in C++ and implemented a flexible modulation system
Used JUCE to build an interactive cross-platform interface and standalone/VST/LV2/AU/AAX versions

Owner
Feb 2015 – Present

Leap Motion – Hand Tracking and VR Software

Headed and developed the Unity application 'Playground' for the Leap Motion V2 software release
Created the 'Leap Motion V2 Skeletal Unity Assets' and many of the Unity VR and desktop examples

Apps and Tools Developer
Feb 2014 – Feb 2015

Cakewalk – Music Studio Software

Wrote signal processing and UI code in C++ for the CA-2A, RE-2A, and other plug-ins
Worked with project managers to design and implement new features for audio plug-ins

Contractor / Developer
Sep 2012 – Sep 2013

Education

California Polytechnic State University

Math Major, Computer Science Minor
Key Subjects: Algorithms, Complex Analysis, Discrete Math, Combinatorics, Number Theory

San Luis Obispo, CA
2007 s– 2012

Languages and Skills

Preferred Languages

C++ C#/Unity JavaScript Python

Skills

VR Signal Processing Teaching UI Design

Projects

Cloth Simulator and Music Visualizer – C++, openFrameworks

an interactive physics cloth simulation where you use the Leap Motion Controller to create gravity fields

vimeo.com/tytel/cloth

Goldwater Dance – C++, openFrameworks

an interactive physics water simulation that translates Kinect movements into pretty waves

vimeo.com/tytel/gold

Leftover Bits – SuperCollider

a generative music album created in a Pythagorean scale using video game synthesizers

tytel.org/leftoverbits

Lissa Juice – JavaScript, Web Audio API

Lissajous curves that you can tweak and listen to, synthesized and drawn in real time

tytel.org/lissa