

CONTACT INFORMATION

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EDUCATION

- 2012 **M.F.A. in Film and Media Arts**
Emphasis in Game Production
Entertainment Arts and Engineering Master Games Studio
The University of Utah, Salt Lake City, UT
- 2009 **Honors B.A. in Film Studies**
Minor in Computer Science, Minor in Arts and Technology
Member Tau Beta Pi
The University of Utah, Salt Lake City, UT

CERTIFICATIONS

- 2010 **Arts and Technology Certification**
The University of Utah, Salt Lake City, UT

COMMERCIAL EMPLOYMENT

- 2016 – Present **Co-Founder and Design Director, Octothorpe**
Managing business direction and the design department at Octothorpe.
- 2015 – 2016 **Lead Designer, React Games**
Responsible for the management of the design team and all major design decisions made within the studio. Coordinated closely with art and engineering departments to outline and complete feature sets while maintaining creative consistency and tone.
- 2014 – Present **Adjunct Associate Professor, University of Utah**
Teaching the undergraduate course Intro to Videogames, which covers the history and cultural impact of the medium, undergraduate courses Traditional Game Development and Alternative Game Development, which cover game development and serious games development, and the graduate course Paper Prototyping, which covers advanced game design techniques and theory using analog media.
- 2012 – 2014 **Game Designer and Writer, Wyrd Games**
Produced and co-designed several key projects across both physical and digital properties. Conducted and organized crowd-funding activities, managing over \$300,000 in successful Kickstarter campaigns. Wrote fiction prose for leading table-top and roleplaying properties.

- 2011 – 2014 **Co-Founder and Creative Director, Broken Compass Studios**
 Directed internal development and design on the title *Catball Eats it All* for iOS and Android. Designed mechanics and levels, implemented and designed user interface, coordinated and facilitated communication between art and tech. Managed feature set through agile processes to deliver product on time and in budget.
- 2011 **Research Assistant, University of Utah School of Computing**
 Conducted and organized research and literature review on fandom and modding as it relates to the DMCA and copyright law. Researched rules and best practices for arbitrating non-legal negotiations between fans and copyright holders.
- 2002 – 2010 **Co-Founder and Managing Director, Cobalt Flux Studios Inc.**
 Founding member and manager of exergames company Cobalt Flux, Inc. Raised the company from inception to an international presence, placing tens of millions worth of product in homes and professional institutions both nationally and internationally. Managed critical business vision and direction, game and hardware product design, business to business relations, and generation and design of promotional materials.

SELECTED DIGITAL GAMES

- 2016 ***Teddy Bear Heroes, Game Designer***
 A puzzle game designed to promote donations for saving children from sex slavery in tandem with the film *The Abolitionists*.
 A React! Game for iOS and Android.
- 2016 ***Super School, Game Designer and Programmer***
 A game designed to champion alternative K-12 teaching methodologies.
 An Octothorpe game for Web.
- 2015 ***Super Dungeon Bros, Lead Designer***
 A hack-and-slash dungeon crawling game highly publicized for its cross-console and couch-play multiplayer features.
 A React! Game for Xbox One, Playstation 4, and PC.
- 2012 ***Pete the Cat: School Jam, Development Director***
 A searching and rhythm game based on New York Times best selling children's book series *Pete the Cat*.
 A Harpercollins and Siena Entertainment game for iOS.
- 2011 ***Catball Eats It All, Creative Director***
 A puzzle-platformer title featuring gorgeous, hand-painted street art.
 A Broken Compass Studios game for iOS.
- 2011 ***Erie, Lead Designer***
 A survival horror game set in a nuclear power plant under the shores of lake Erie.
 A University of Utah EAEMGS game for PC.
- 2010 ***BluMatter, Producer***
 A collection of tactile mini-games for improving cognitive skills in grade school students.
 A Cobalt Flux game for Blu-OS.
- 2009 ***Epidemic, Lead Designer***
 A tactics RPG set in a Victorian, steampunk setting. Doctors battling disease with blades and guns.
 A University of Utah game for PC.

- 2008 ***Mine Cart, Lead Designer***
High-speed, foot controlled rail shooter that has a player barreling through ancient ruins and rickety mine shafts.
A Cobalt Flux game for Blu-OS.
- 2007 ***Blu-OS, Producer***
An OS and front end designed to run Cobalt Flux proprietary software for the 64 player BluFit system.
A Cobalt Flux, Inc. operating system.
- 2007 ***Street Feet, Producer and Game Designer***
Rhythm and dance game featuring simultaneous play for up to 64 players, advanced metrics tracking, hundreds of songs for every age range.
A Cobalt Flux game for Blu-OS.
- 2004 ***Slimez, Lead Designer***
A fast, grid-based puzzler where players guide adorable slimes through treacherous hazards. *Lemmings* meets *Chu Chu Rocket*. Being rebuilt as *Jammy Complex* for iOS.
An independent game for Tapwave Zodiac.
- 2002 ***The Definitive Birthsigns Pack, Designer and Programmer***
An extensive design overhaul to the birthsigns mechanic in the game *Morrowind*.
An independent mod made for *The Elder Scrolls: Morrowind*.

SELECTED NON-DIGITAL GAMES

- 2014 ***Malifaux: Crossroads, Game Designer***
The first massive content expansion to *Malifaux Second Edition*, containing dozens of new units, scenarios, and additional rules.
A Wyrd Miniatures Table Top Skirmish Game.
- 2014 ***Through the Breach, Writer***
A table top roleplaying game funded on Kickstarter set in the award-winning universe of Malifaux.
A Wyrd Miniatures Table Top Roleplaying Game.
- 2013 ***Malifaux Second Edition, Game Designer***
The second edition of internationally best selling table top miniatures game, *Malifaux*.
A Wyrd Miniatures Table Top Skirmish Game.
- 2013 ***Puppet Wars: Unstitched, Game Designer***
A tactics based board game where players combat each other with magically animated teams of upgradeable puppets.
A Wyrd Miniatures Boardgame.
- 2012 ***Malifaux: Storm of Shadows, Writer***
The fourth expansion of the hit table top miniatures game, *Malifaux*.
A Wyrd Miniatures Table Top Skirmish Game.
- 2012 ***Evil Baby Orphanage, Game Designer***
A casual party game where players take up the role of Time-Nannies and compete to remove evil from the time stream.
A Wyrd Miniatures Card Game.

GAME HARDWARE INTERFACES

- 2008 **Blufit System and Blu-OS Console, Co-inventor**
An 8-player integrated console, audio-visual, and dance-platform system designed for schools, YMCA's, and pro-fitness facilities. Hosts its own OS and suite of fitness game titles.
- 2005 **Cobalt Flux Hand Dance Pro, Co-inventor**
Designed as a supplement to the Cobalt Flux Dance Platforms to allow disabled and special needs students to participate in class based dance activities. Lap or stand based peripheral that mirrors the foot-based configuration of the dance platform for use with hands.
- 2004 **Cobalt Flux Just For Schools Platform, Co-inventor**
Designed for use with dance-based games in physical education and rehabilitation settings. Used nationally and internationally in thousands of schools, YMCA's, and other recreational facilities. Subject of the West Virginia Obesity Study conducted by WVU, placing Cobalt Flux School Platforms in every school state-wide.
- 2002 **Cobalt Flux Residential Dance Platform, Co-inventor**
Multiple award winning dance game peripheral featured in the New York Times, Wired Magazine, and PSM Magazine. Widely regarded as the best dance platform constructed.

FILM

- 2009 **Tea, Line Producer**
A proposal and an affair between friends come to a head over evening tea.
A Dada Factory film for the Utah Digital Directors Project.
- 2009 **Don Giovanni, That Indomitable Hipster, Line Producer**
Modern film remake of the opera *Don Giovanni*, focused on the Salt Lake City alley cat cycling community.
A Dada Factory film.
- 2008 **This Place, Co-Writer and Producer**
A woman breaks conventions of love at the eve of the end of the world.
A Dada Factory film for the 48 Hour Film Competition.
- 2008 **Halcyon, Co-Writer and Producer**
Two sisters struggle to reconcile their relation in a post-nuclear wasteland. Winner of "Best in City" 2008 48 Hour Film Competition.
A Dada Factory film for the 48 Hour Film Competition.

RESIDENCIES AND EXHIBITIONS

- 2015 The Leonardo Museum, Salt Lake City
Leonardo Game Night
- 2015 The Leonardo Museum, Salt Lake City
Salt Lake City ArtsFest
- 2011 The Leonardo Museum, Salt Lake City
The Nature of Salt Lake City with Alex Haworth
- 2011 Crane Arts Gallery, New York
Catball Eats it All Installation

- 2011 MASTHEAD Print Studio/Gallery, Philadelphia
Catball Eats it All
- 2011 Opening Artist in Residence, The Leonardo Museum, Salt Lake City
Behind the Scenes: The Development of Catball Eats it All
- 2011 EAE Open House, University of Utah
Aquatica, Erie

WORKSHOPS, PRESENTATIONS, AND PANELS

- 2016 Salt Lake Comic Con Fan X, Salt Lake City
"The Evolution of Videogames"
- 2012 Game Design Conference, San Francisco
"Kicked Up Crowd-funding: Gamifying Kickstarter"
- 2012 IGDA Salt Lake City Chapter
"Culture Shock: Lenses on Indie and Corporate Culture in the Games Industry"
- 2011 Utah Museum of Contemporary Art – Pecha Kucha Night
"Crash Course with a Broken Compass"
- 2011 Leonardo Museum – One Day Workshop for Young Designers
"Occupy Monopoly Street"
- 2011 GLS Conference 2011
"Microsoft's Game Content Usage Rules: Legal Slight of Hand or Modders' Bill of Rights?"

TEACHING

- 2014 – Present **Adjunct Associate Professor, University of Utah**
Teaching the undergraduate course Intro to Videogames, which covers the history and cultural impact of the medium, undergraduate courses Traditional Game Development and Alternative Game Development, which cover game development and serious games development, and also teaching the graduate course Paper Prototyping, which covers advanced game design techniques and theory using analog media.

INTERVIEWS

- 2012 Talkadelphia Interview "The Future of iOS Games"
- 2012 Design3 Interview "GDC 2012 – IGDA Scholars"
- 2011 Joystiq.com Interview "The Joystiq Indie Pitch: Catball Eats it All"
- 2006 Perfect Score Podcast Interview "Cobalt Flux and Tournaments"

PATENTS

2009 **7547854 Boundary for Switch Apparatus June 16, 2009**
A platform of the type holding a plurality of normally-open electric switches in position for activation of a selected individual switch by application of a force in a direction normal to a surface of the switch by a portion of a human body.

2006 **7122751 Switch Apparatus October 17, 2006**
A platform of the type holding a plurality of normally-open electric switches in position for activation of a selected individual switch by application of a force in a direction normal to a surface of the switch by a portion of a human body.

AWARDS AND HONORS

2013 #2 Most Popular Game on Desura, Oct. 2013, *Erie*

2012 #1 Most Popular Game on Desura, Oct. 2012, *Erie*

2012 Top Ten Horror Games for 2012 on Indiegames.com, *Erie*

2012 Named a 2012 International Game Developers Association Scholar

2011 - 2012 Three "Staff Favorite" Features on Apple App Store Main Page
Catball Eats it All

2009 International Finalists Invitational, 48 Hour Film Competition
This Place

2009 Winner, "Best in City" Salt Lake City 48 Hour Film Competition
Winner, "Best Use of Line" Salt Lake City 48 Hour Film Competition
Haleyon

2006 Mod Hall of Fame, Gamespy
The Definitive Birthsigns Pack

2005 Induction into Tau Beta Pi, Engineering Honors Society

2004 Wired Magazine, Coolest Christmas Gifts of 2004
Cobalt Flux Residential Dance Platform

2004 Top 20 Peaceful Toys, Good Morning America, Lion and Lamb Project
Cobalt Flux Residential Dance Platform

2001 Honors at Entrance Scholarship
University of Utah

