

Matt Rossman

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I'm a **UX Engineer** specializing in **3D, XR**, and the **web**.

Education

Georgia Tech 2022

MS Human-Computer Interaction

UMass Amherst 2020

BS Computer Science

Skills

Languages

Javascript Typescript C Python
HTML CSS GLSL Java C#

Libraries & Frameworks

Three.js React A-Frame TailwindCSS

Misc

Git Blender Unity Shaders WebXR
Figma Adobe CC

Writing

Codrops

Magical Marbles in Three.js 2021

Tutorial Three.js GLSL

Recreating a Dave Whyte 2020

Animation in React-Three-Fiber

Tutorial React Three.js GLSL

PETRA '20

Gait analysis and visualization 2020
in a fall risk assessment system

Research Python Three.js

Experience

Paradowski Creative Immersive Engineer • 2021

Developed client-facing demos of new features for Mozilla Hubs including visual effects and a voice-enabled conversational AI bot. I also overhauled the internal scene editor with a configurable component system, improving the team's code reusability and scene maintainability.

A-Frame Three.js GLSL OpenAI DialogFlow

Georgia Tech Research Assistant • Present

Currently researching how web-based social VR can facilitate remote work interactions in the Augmented Environments Lab. I develop platform upgrades for Mozilla Hubs, prototype networked 3D integrations for productivity apps, and meet with our stakeholders at CISCO.

A-Frame Three.js Networking

Projects

HMD.link 2020

Open source full stack responsive web app for easily sending links to a VR or AR browser from any secondary device. Lauded by users as "a crucial service" for the WebXR ecosystem.

React Firebase

Grab Bag: Unbagged 2020

Conversion of a 40 year old holiday gifting tradition into a multi-user WebGL app, hosted for users ranging from 25-80 years old as a safe yet engaging interactive remote event during the COVID pandemic.

Three.js React Blender

Curiouser VR 2020

Alice in Wonderland themed VR game. Implemented novel locomotion mechanic and core interactions alongside a team of artists and engineers during the MIT Reality Hack.

Unity Oculus SDK