

MATTHEW BETHANCOURT

matt@mouseandthebillionaire.com / mouseandthebillionaire.com

PROFESSIONAL EXPERIENCE

- May 2016 – Present Director, Technology, Arts and Media (TAM) program, ATLAS, CU Boulder, CO
Overseeing curriculum development, course design, and overall experience for majors, minor and certificate students studying Technology, Arts and Media.
- Aug. 2015 – Present Senior Instructor, Technology Arts and Media (TAM) program, ATLAS, CU Boulder, CO
Development and teaching classes on game design, sound synthesis, sound design, prototyping, and the iterative design process.
- Jan. 2012 – Aug. 2015 Assistant professor, Media Design Programs, CUNY Hostos, New York, NY
Developed Game Design curriculum to teach students programming, game design fundamentals, and to explore gaming's effect on culture.
- Jan. 2012 – Dec. 2012 Adjunct lecturer, MFA Design and Technology, Parsons The New School for Design, New York, NY
Taught Max/MSP for musical application, installation, and live performance.
- Jan. 2010 – Dec. 2012 Adjunct assistant professor, Media Design Programs, CUNY Hostos, New York, NY
Instructed students in Sound Design, Sound Synthesis, MIDI-based music production, Game Design and UI/UX Design.
- August 2008 Instructor, Parsons The New School for Design, Boot Camp, New York, NY
Taught fundamentals of code to incoming students in the MFA program for Design and Technology. The intensive three week program covered basic coding standards and practices.
- Feb. 2006 – July 2007 Web Developer / Administrator, Art Center College of Design, Pasadena, CA
Oversaw the launch of the Alumni Department website, including a social networking platform and content management system all integrated to an existing database infrastructure.
- Sept. 2004 – July 2007 Freelance Web Designer / Developer, Pasadena, CA
Partnered with clients to define their messaging and developed standards based sites for target audiences.
- May 2002 – Sept. 2004 Musician, The Red West represented by Atlantic Records, Los Angeles, CA
Produced two albums in collaboration with band members and performed in nationwide tours.

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EDUCATION

- May 2009 Master of Fine Arts, Design and Technology, Computation emphasis, High Honors, 3.92 GPA, Parsons The New School For Design
- May 2002 Bachelor of Arts, Motion Picture Production major, Graphic Design minor, Magna cum laude, Biola University, La Mirada, California
- May 2002 Torrey Honors Institute - Modeled on the Oxbridge tutorial system, course of study that focuses on critical thinking skills through Socratic analysis of classical texts.

SELECT WORKS

- May 2018 "Slow Mover," solo gallery installation of interactive and traditional work, Boulder, CO
- Oct. 2017 "Busy Work," installation-based game. Indiecade Media Choice award, Los Angeles, CA, Official Selection XOXO 2018
- June 2016 "Weather," 2016 CoSiMa Sonar Innovation Challenge @ Sonar+D, Barcelona, Spain
- Mar. 2016 "Box/Woods", 2016 SEAMUS Conference, Georgia Southern University, Statesboro, GA
- Oct. 2015 "The Meeting", generative music 'game' for iOS
- Jun. 2014 "nY-Station", 2014 *International Conference for Auditory Display*. New York, NY
- Sept. 2013 "zipCoda," 2013 *Dumbo Arts Festival*. Brooklyn, NY

SELECT GRANTS

- October 2019 - Andy Warhol Foundation for the Visual Arts / The RedLine INSITE Fund grant for *Pando*, an interactive narrative game installation exploring deep time and the interconnectivity of life on Earth.
- March 2018 and March 2019 - CU Boulder Engineering Excellence Fund (EEF) grant for Whaaat!? Festival, a one day festival for games and experimental interactions in Boulder, Colorado
- July 2014 - CUNY 2020 grant award in conjunction with Lehman and Macaulay Honors College to create a "New Media Jobs Incubator and Innovation Lab"
- Mar. 2014 - PSC CUNY grant for *RePlay*, an audio-visual sound installation based on video game data