

Matthew Hutchinson
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OBJECTIVE:

To help create the most captivating video game experience possible. Whether I am designing the level or creating art.

SKILLS:

- Strong communication skills, problem solving abilities, and work ethic
- Modeling, Unwrapping and Texturing 3d assets / importing them into a game engine
- Level Design using Unreal 3 Engine
- In depth knowledge of Unreal Kismet Scripting, Unreal Material editor, Unreal Matinée and the Curve Editor

EXPERIENCE:

Machinima.com, for “**Terminator Salvation Machinima Series**”-Cinematic Scripter (May-09-June09)

- Scripted event cinematics and triggered animations using Diesel engine world building tools
- Cinematography & lighting arrangements
- Used in Game Assets to set Dress Scene

Electronic Arts, for “**Dead Space**”- Environment Artist intern (May08-July08)

- Used Maya to Optimize Assets / created key Assets.
- Created Havok physics rigid bodies
- Fixed several major bugs using Dev track
- Used Neo3 to set assets up for destruction and assign mass to physics objects

Activision under Isopod Labs, Inc. for “**Vigilante 8 Arcade**” XBOX live -3D Artist (Sept 07-April 08)-

- Optimized 3d models for poly count and T-page space
- Created Advanced hierarchy chains for destructible assets
- Textured and Unwrapped several key assets
- Placed several assets in multiple levels
- Created and textured wrecked versions of several cars

Game Wizards Production Team, for “**Killing Time**” a UT3 Mod –Game designer/Overall Game lead (Make Something Unreal 2nd Place winner in Phase 3 Non-fps mod category)

- Lead a team of 20 in the creation of the Mod
- Team organization, problem solving and production planning
- Level Art, lit and placed assets in the Level. Created a cohesive look to fit style
- Used Unreal 3 Kismet to create 2 Epic Boss Battle’s
- Set and maintained deadlines, ensured success of completed Mod by deadline.

EDUCATION:

Art Institute of California - Los Angeles (Santa Monica, Ca.) Bachelor of Science, Game Art & Design.
June 09

REFERENCES:

Nick Marks, Art Director at Isopod labs nicholasmarks@gmail.com, 310-699-2396