

Matthew Nelson
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Education

Pratt Institute

Bachelor of Fine Arts (BFA), Digital Arts - 2008 – 2012

Activities and Societies: Kappa Sigma Fraternity

Boy Scouts – Eagle Scout

Work Experience

Digital Artist

GWF Associates LLC May 2015 – Present

- Developed content for a wide variety of internal and external projects ranging from 3D animated medical videos, Virtual Reality and Augmented Reality experiences, mobile applications, and 3d printed objects.
- Designed and created content used for storyboards, narratives, and pitch presentations.
- Worked with producers, editors and other designers to resolve design and/or production challenges.
- Participated in brainstorming sessions to share new design perspectives and ideas.
- Continuously research, discover, experiment with and implement new production, design & animation styles, techniques & technologies to maximize the efficiency of our workflow and elevate the quality of our work.

Lead 3D Generalist

Time Driven June 2014 – May 2015

Game Titles: *PigFish* (Mobile), *Fantasy Night Football: Touch Down* (Mobile), *Harvey the Adventure of a Flappy Vulture* (Mobile), *Luckyfoot* (Mobile)

- Produced high-poly models and created efficient low-poly meshes for those characters and environments.
- Created high quality textures but ensured the character art maintained gameplay and performance.
- Built high quality rigging and skinning for CG models
- Developed, maintained and created animations for game assets for 3D and 2D characters.
- Worked with the art director to ensure timely completion of character assets at the desired quality bar.
- Designed the UI and gameplay aspects of the game.

Character Technical Director

212db February 2013 – August 2013

Game Title: *PLAY GIG-IT*

- Was directly in charge of a team of 5 character animators and modelers to define and implement motion capture animation, which promote the highest levels of performance and expression
 - Rig over 70 characters and hundreds of clothing and then export them to Flare3D
 - Took motion-capture data and applied it to the master rig
 - Assist animators and modelers with technical issues
- Upload, maintain and tested character assets to the QA server and was responsible that game assets to work correctly.

Skills

Autodesk Maya
Autodesk 3ds Max
Pixallogic ZBrush
Adobe Creative Suite Autodesk
MotionBuilder
Unity
Final Cut Pro

Hardware

Oculus Rift
HTC Vive
Leap Motion
Microsoft Hololens
MakerBot Replicator 2 (3D Printer)