

# MATT EVANS

---

12000 Lamanda St. #2      Los Angeles, CA 90066      (818)448-1341  
[MatthewRusseIEvans@gmail.com](mailto:MatthewRusseIEvans@gmail.com)      [www.MattEvans3Dartist.com](http://www.MattEvans3Dartist.com)

## OBJECTIVE

To secure a challenging position as an Environmental Artist / Level Designer and to one day create an award-winning, awe-inspiring video game that'll change the world of gaming.

## SKILLS

- 3dstudio Max 2009
- Adobe Photoshop CS3
- Unreal Tournament 3 Editor
- UT3 Kismet
- UT3 Level Design
- Unreal Development Kit
- Zbrush
- Maya 2009
- Diffuse, Normals, Specular Maps
- Efficiency in modeling organic & hard surface next-gen quality 3d models

## EXPERIENCE

9/1/2009 TO 4/1/2010      Game Wizards      Santa Monica, CA

### **"EXODUS" - GAME TITLE**

- Overall Level Lead of the first level of game
- Directed and managed a team of 12 artists
- Created and designed the layout of the first level
- Decorated the environment of first Level
- Created gameplay using UT3 kismet and matinees
- Modeled and textured hard surface and organic assets

6/1/2009 TO 9/1/2009      Game Wizards      Santa Monica, CA

### **"TITANIC" - GAME TITLE**

- Environment Artist
- Modeled and textured various interior assets for ship

3/1/2009 TO 7/1/2009      Game Wizards      Santa Monica, CA

### **"MILLAGUN" - GAME TITLE**

- Decorated levels
- Modeled and textured the main Millagun spaceship

9/1/2008 TO 3/1/2009      Game Wizards      Santa Monica, CA

### **"KILLING TIME" - GAME TITLE**

- Environment Artist
- Modeled and textured futuristic & urban themed assets

\*Game Wizards is a special class designed to give students the experience of working in a real game development studio.

- Finalists in Unreal Contest
- Featured on G4

## EDUCATION

MARCH 29, 2006      Art Institute of CA, Los Angeles      Santa Monica, CA

### **BACHELOR OF SCIENCE**

- Won the "Best of Quarter" award for an Advanced Lighting & Texturing scene created in Maya in Fall 2009.