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| Matt Evans |
| 12000 Lamanda St. #2 Los Angeles, CA 90066 (818)448-1341 MatthewRusselEvans@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

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| * 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
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| 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
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| 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
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| 3/1/2009 to 7/1/2009 | Game Wizards | Santa Monica, CA |
| “Millagun” – Game Title* Decorated levels
* Modeled and textured the main Millagun spaceship
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| 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
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| 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 during Fall quarter of 2009
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| References |
| References are available on request. |