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| Matt Evans | | |
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| 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 during Fall quarter of 2009 | | |
| References | | |
| References are available on request. | | |