

Matthew Bell

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Effective Quality Control Specialist and Stereoscopic 3D/VFX Compositor with a Bachelor's degree in 3D animation, and 4 years of experience in the film and video game production industries. I am seeking to transition into web tool and video game development. My goal is to promote a mutually beneficial and successful career transition. I have a record of proven success, with the ability to pivot and take on new challenges. This is evidenced when the team I was a part of during a previous employment adopted Scrum and Agile development methodologies while working with a new client. The most recent skillset I learned on the job was to communicate with clients in group meetings. During my previous employment, I worked with my CEO to apply quality control skills and Agile methodology to provide improved project, communication and technology documentation that reduced communication disruptions between departments as well as reducing on-boarding time. I Enjoy working in a challenging environment and I mesh well with any size team.

Objective

To improve myself by taking on new challenges while broadening my skills in college. Desire to transfer my 4 years of experience as an Artist and Quality Control Specialist in the film/video game industries, to a position within an organization in the web/software development industries. There I can utilize my skills to benefit mutual growth and diversify my experience.

Professional Experience

MACHINE Studios LLC.

San Diego, CA

Quality Control Specialist II

Provided Quality Control and Assurance for three years at MACHINE Studios LLC., as a Quality Control Specialist. Developed and executed successful test plans, procedures, use cases, and provided in-depth analysis to the Design and Programming Teams. Improved the company's products' usability through feature enhancement requests, as well as performing competitive analysis on existing products. Facilitated client meetings, as well as daily staff and technical meetings as a thought leader in the company. Owner of the daily build and distribution process for internal teams, and a key part of the distribution process to clients and external development partners.

While at MACHINE Studios LLC., I also worked closely with the CEO and each department to aid in the company's shift to an AGILE workflow, collaborating to improve departmental communications and workflows. This benefitted the company by reducing the amount of time used in daily meetings without sacrificing productivity, reducing the amount of overtime required to meet difficult deadlines, simplifying the build distribution process and providing new options for the company to pivot when required.

Education

, The UCSD Coding Bootcamp Extension, San Diego, CA

Bachelor of Science, Media Arts (3D Animation), Platt College San Diego, San Diego, CA

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Associates in Applied Science, Graphic Design, Platt College San Diego, San Diego, CA

Systems and Software

Microsoft Office | Adobe Creative Suite | Autodesk : Maya | Foundry : Nuke | Pixologic : Zbrush | Jira