

Matthew Sanchez



Software Engineer and Asset Artist



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California

EDUCATION

**California State University,
Northridge**
Bachelor of Arts

John Burroughs High School
Burbank, CA
High School Diploma

[LinkedIn](#) [Portfolio](#) [Website](#)
[YouTube](#)

PROFILE

Co-Owner and Senior Developer of Revolt, an AI-powered app creation platform enabling users to build browser-based, desktop, and web applications entirely in the browser. Leading full-stack development of collaborative tooling, in-browser IDEs, and AI-assisted workflows focused on rapid creation, sharing, and iteration.

Experienced Asset Artist and Developer skilled in creating and optimizing high-quality 3D assets for high-impact feature film, TV, game, and previs/postvis pipelines, meeting strict creative and technical production standards.

Proficient in Maya, Blender, Unreal, and Unity with a strong programming background in Python, C#, C++, and JavaScript. Contributed to 11 feature films and a TV series, supporting fast-paced, director-driven production workflows.

SKILLS

PROGRAMMING & WEB

Python: Scripting, Automation, Data Processing
C#, C++: Game Development, Performance
JavaScript: Web Development, Interactive Apps
HTML/CSS: Responsive Web Design

3D AND GAME DEVELOPMENT

Unreal Engine: Animation, Rigging, Niagara
Unity Engine: Scripting, Optimization
Maya/Blender: Modeling, Rigging, Texturing
ZBrush: Sculpting, Digital Sculpting

ADOBE SUITE

Photoshop: Digital Art, Image Editing
After Effects: Motion Graphics, VFX
Premiere Pro: Video Editing
Illustrator: Vector Graphics, UI Design

Thank you for considering my application. I look forward to the opportunity to contribute my skills and creativity to your team.

Work Experience



Revolt - AI App Creation Platform Co-Owner & Senior Developer

November 2025 - Present

- Serving as co-owner and senior developer of Revolt, a comprehensive web platform for creating browser-based, desktop, and website applications directly in the browser
- Implemented full-featured development environment allowing users to edit code, utilize AI for code editing and actions, preview applications, and share creations
- Built team collaboration features enabling users to build teams and work together on projects
- Created a public platform accessible at rvt.dev (WIP) for users to create, share, and discover applications
- Currently in active development with ongoing feature enhancements and user experience improvements

Previs Asset Artist Day For Nite | Los Angeles, CA

July 2023 - Present

- Created and optimized hundreds of high-quality 3D assets for previs and postvis pipelines, dedicating extensive hours to ensure all models met strict creative and technical standards for feature films and TV projects.
- Developed Python tools for Maya, Blender, and Unreal Engine, streamlining workflows, removing redundancies, and significantly enhancing team productivity and speed across asset development.
- Engaged in ongoing collaboration with directors and senior team members to align asset production with project goals, receiving support and encouragement to develop tools benefiting the entire artistic team.
- Served as the sole artist on select high-profile projects, managing roles as asset coordinator, visualizer, and previs animator to deliver comprehensive visual solutions.
- Adapted assets dynamically to evolving project requirements, providing real-time visualization adjustments that supported directors' creative decisions and elevated storytelling impact.

Internship Student Day For Nite | Los Angeles, CA

6 Week Program

- Trained extensively in the postvis pipeline, learning to interpret shot and scene codes, set up cameras in Maya, and choreograph scenes by importing assets created by the asset team. Contributed to both previs and postvis workflows, gaining foundational skills in visual storytelling.
- Assisted in postvis tasks by combining filmed footage with CGI, using techniques like rotoscoping, tracking, and compositional edits in After Effects. Developed proficiency in tracking adjustments and learned practical tricks to improve rotoscoping accuracy.
- Benefited from guidance from a senior industry expert, providing insights into professional standards and best practices, which enriched my understanding of the previs/postvis pipeline.
- Grew adaptability in technical and creative problem-solving, learning techniques from experienced artists and refining skills in compositing and camera tracking, essential for integrating real-world and digital elements.

Technical Skills

Category	Skills
Software Engineering	Languages: Python, JavaScript, C#, C++ Full-Stack Development: React, Node.js, HTML/CSS, REST APIs AI/ML Integration: AI fine tuning, openrouter api, automated workflows Platform Development: VS Code, Cursor, collaborative coding environments
3D and Game Development	Unreal Engine: Animation, Rigging, Niagara Particle System Unity Engine: Scripting, Component Management, Optimization Maya/Blender: 3D Modeling, Rigging, Texturing, Scripting, Normal Map Baking, Animating
Adobe Creative Suite	Photoshop: Digital Art, Image Editing After Effects: Motion Graphics, VFX Compositing Premiere Pro: Video Editing, Post-Production Illustrator: Vector Graphics, UI Design
Professional Tools	Version Control: Git, GitHub Project Management: Commits, Issues, Pull Requests, team collaboration Product Development: MVP creation, user experience design Business Development: Platform monetization, data analysis

Education

Bachelor of Arts California State University, Northridge (CSUN)

Specialized in 3D and Game Development with comprehensive training in industry-standard tools and pipelines.

High School Diploma John Burroughs High School Burbank, CA

Foundation in arts and academics that prepared the groundwork for creative and technical pursuits.

Professional Links

 [LinkedIn Profile](#)  [Art & Media Portfolio](#)  [Personal Website](#)  [YouTube Channel](#)