

Matthew Allison

Bend, OR

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Authorized to work in the US for any employer

Work Experience

3d Artist/Software Developer

Alpine LIS - Bend, OR

June 2018 to October 2018

I was hired on in order to use Unity in order to create a timber industry simulation, essentially creating a game environment with realistic growth models and economics from real-world collected data. My main focus was on creating some of the natural models, but mostly mechanical systems and animals. This included building, texturing, and animating/implementing these objects into Unity.

Note: In October, me and my employers decided that I would be more effective as a contracted remote worker due to time commitments out of my control and my living outside of the city. I still currently supply them with objects, but am able to look for outside work.

Graphic artist/Video Editor

NPG, Newschannel - Bend, OR

November 2016 to November 2017

On a day to day basis, my primary responsibility is engineering the audio on our live newscasts, operating a graphics switcher, and creating graphics or videos as needed for the days newscasts. However, I am also trained as a fill-in technical director if needed, and I have experience in Master Control where if needed I record and cut video, run the local switches for live events that we are broadcasting, and managing the playlists for the 4 channels we broadcast. Aside from that, there are constant graphics projects that I assist on, from everything to sets of animated logos for sports teams, to working on visual elements for commercials created by our station for local businesses

Over The Phone Technical Advisor

Ibex Global Inc - Bend, OR

April 2016 to September 2016

I worked providing over the phone technical support to customers who were having issues with their mobile devices. This could range from password issues with their cloud accounts to setting up appointments for customers to mail their phone to technicians or be seen at an approved repair location

Hardlines/Consumables Team Member

Target - Bend, OR

September 2015 to April 2016

The first priority was customer service, while also checking inventory and stocking items as needed including perishable food items. There was also unloading cargo involved, working the cash registers as needed, and maintaining accurate counts of inventory on the floor and in the back room

Paramedic

American Medical Response - Vancouver, WA
April 2015 to August 2015

Worked as a paramedic on an ambulance that serviced Clark County. This involved all aspects of patient care including administering medications, creating patient reports, and driving the ambulance in an emergency setting.

Education

Bachelor's in Computer Science in Computer Science

Oregon State University - Bend, OR
March 2016 to Present

Associate's Degree in Emergency Medical Services

Central Oregon Community College - Bend, OR
February 2010 to June 2013

associate's degree in Firefighting in Structural Fire Science

Central Oregon Community College - Bend, OR
February 2010 to June 2013

Skills

Adobe Photoshop (2 years), Graphic Design (2 years), Illustrator (2 years), Adobe Premiere (2 years), Adobe After Effects (2 years), Blender (1 year), Substance Painter (Less than 1 year), Unity (Less than 1 year)

Links

<https://mattallisongfx.myportfolio.com/>

<https://www.linkedin.com/in/matthew-allison-0b91b514a>

Additional Information

While I started off in a different direction in my professional life, I feel like I have finally started to start chipping away at my dreams. Even as a kid I would film little videos in the backyard with my friends, and was always the designated editor for videos we would make for our high school classes. For almost a year now I've actually gotten to get paid for this passion, working as a Graphic artist/Video Editor/On-Air Audio

Technician/Director/Master Control Operator at a local news station. It can be many different hats to wear depending on the day, but it's incredible to see your hardwork actually go onto TV. I'm looking to further expand this passion, and delve into more creative ventures.

I am always looking for more to do, which is a big reason why I can do so much at our station. Once I found out there was an opportunity to work with the Adobe suite and actually produce useable assets, it's been an incredible journey ever since. I'm extremely used to deadlines for this kind of work (there isn't a lot of wiggle room with a live broadcast), and I always strive for the best product possible. I'm excited for what opportunities lie in the future for me, and I know I would be a valuable asset to any team.

My portfolio can be found on YouTube at

<https://youtu.be/Xa8cA8MlqSk?list=PLKWo-H3NO3WeTgYqCZZ5o5-TNJBVWBUo->

SKILLS

Adobe Products- Photoshop, Premiere Pro, Illustrator Proficiency: Proficient
Cinema 4d Proficiency: Proficient
Microsoft Word Proficiency: Proficient
Associated Press ENPS Proficiency: Advanced
Propellorhead Reason Proficiency: Proficient
Element 3D Proficiency: Proficient

EXPERT SKILLS TESTS RESULTS

Name of Test	Score	Percentile	Date Taken	Average
Adobe Photoshop CS6 Test	80%	91%	08/20/2017	56%

JOB SEARCH DETAILS

Categories of Interest: Film, Video, Graphic Design, Visual Design
Job Types: Employee, Freelance
Level of Telecommuting: 100% Telecommuting
Start Date: Unknown
Job Flexibility Preferences: Telecommuting
Salary & Benefits: 15.00 USD / Hourly
Career Level: Experienced
Highest Education Level: Associate's Degree