

Julia Del Matto

Juliadelmatto.com
Juliaddelmatto@gmail.com
(925) 964-5119

Experience

UI/UX Artist Moving Pieces 1/23 to present

- Shipped 3 games: Entropy Survivors and Shoulders of Giants on PC, Playstation, and Xbox. Dodo Peak on PC, Switch and Apple Arcade.
- Led the design and implementation of the UI systems in Shoulder of Giants and Entropy Survivors from the ground up.
- Worked with lead designers to align the art and design direction of the projects, as well as to accumulate user feedback.
- Created mockups and prototype interfaces using photoshop to develop assets, before implementing into Unreal to ensure consistency across platforms, designing animations, and improve user experience.
- Modeled, textured, and developed shaders for in game assets as well as led visual updates for holiday and seasonal events. Created assets in Maya, Substance Painter, and Houdini to implement and optimize in Unreal Engine.
- Iterated on designs and art based on user and developer feedback.

QA Tester, Moving Pieces 11/22 to 1/23

- Tasks included testing game, finding and replicating bugs, giving feedback, testing functionality, and logging tickets in Jira.

Unity Developer, Funshark 9/21 to 11/22

- Worked with client and small team to create mobile puzzle game in Unity.
- Tasks included prototyping and implementing designs, developing new mechanics, maintaining code, fixing bugs, and designing UI and levels.

Lead Artist and Designer, NYU Incubator 9/19 to 8/21

- Funded by NYU to develop game Swordswallower with guided mentorship and resources focused on design, production, and business. Designed and created all the art, menus, UI, and fonts in the game.

Production Artist Intern, Tresensa 9/19 to 2/20

- Created and implemented art assets for interactive ads for games, movies, and products. Designed and structured art assets, UI elements, and animations into game engine.

Graphic Design Intern, 3:5 Creatives 5/19 to 8/19

- Worked with clients to design and develop product websites and portfolios. Included meeting and brainstorming with clients, designing logos, editing photos, and creating assets for their websites and branding.

Skills

Design	Adobe CC (Photoshop, Illustrator, InDesign, After Effects), Figma, Sketch
Game Engines	Unreal Engine, Unity 3D and 2D, Game Maker 2, Pico 8
Art Tools	Maya, Substance Painter, Houdini, Blender, Amplify
Programming	C#, Java, Lua, HTML, CSS, Javascript
Other	Jira, GitHub, Perforce, VS Code

Projects & Exhibitions

Swordswallower

Lead Artist, co-designer of thriller action platformer. Showcased at Indie Cade, Play NYC, NYU Incubator, NYU End of Year show.

GDC Narrative Summit 2020 Gold Winner

Analyzed and detailed narrative elements of game Yume Nikki.

Bonfire

Exhibited 50 player social game on InterActive Corp's 120ft video screen in Chelsea.

Education

New York University

Game Design BFA, Minor in Web Programming and Applications May 2020. Tisch School of the Arts, GPA 3.8