MATT HARNEY | 3D ARTIST

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Objective

Highly motivated, accomplished digital artist seeking to utilize my creative skills to produce exceptional 2D and 3D art for AAA games and film.

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EDUCATION

2009 - 2013   **ACADEMY OF ART UNIVERSITY**   -   *San Francisco, CA*
MFA,   Animation and Visual Effects   (*Emphasis in 3D Modeling*)

2001 - 2005   **ILLINOIS INSTITUTE OF ART**   -   *Chicago,   IL*
BFA,   Multimedia and Animation   (*Honors*)

EXPERIENCE

2014 - 2015   **ZOMBOT STUDIO**   -   *San Francisco, CA*
http://www.zombotstudio.com

3D Artist - *Exogears*
Responsible for creating in-game 3D assets based on existing concept art. Created high resolution models for use in generating normal maps for low polygon models. Textured models using Photoshop, DDO and NDO. Generated diffuse, specular, and normal maps while ensuring all assets displayed properly in Unity.

2013 - 2014   **IMMERSIO INNOVATIONS**   -   *San Francisco, CA*
http://www.immersioinnovations.com/

Character Artist - *(Unreleased title)*
Designed characters from thumbnail silhouettes to the finished hi-rez sculpt. Was responsible for retopology and normal map generation for optimized meshes. Textured models using Mudbox, Photoshop and CrazyBump. Took characters every step of the way through implementation into Unity including rigging, painting weights, and producing animations. Collaborated with a small team of programmers, designers, and artists to contribute game development ideas and art direction. Worked to set a production schedule to ensure deadlines were met.

Modeler / Texture and Lighting Artist - *Client Prototype*

Created all art assets for an interactive user experience in Unity. Was responsible for creating concept art and utilizing client feedback to create the final textured models. Created environment lighting which included both baked and dynamic lights based on the needs of the scene.

2006 - 2009   FREELANCE ARTIST   -   *Chicago, IL*

Logo / Web Illustrator
Utilized traditional drawing and painting skills to create iconic branding for clients with needs ranging from web design to logo illustration.

SOFTWARE
- Zbrush
- NDO/ DDO
- Maya
- Mudbox
- UV Layout
- 3D Studio Max
- Photoshop
- Unity
- Rendering Software including: Marmoset, Keyshot, Vray and Mental Ray

SKILLS
- Texturing and UV layout
- Normal map generation from high resolution Zbrush sculpts
- Rigging and animation
- Sculpting in both digital and traditional mediums
- Strong tradition art skills in drawing, painting and anatomical understanding
- Organic and Hard surface modeling
- Able to complete finished models from rough concept art while maintaining an understanding of original design's intent
-Rendering and compositing
- Pre-production concepting in character, vehicle and prop design

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