

Matthew Rasey

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Education

University of Connecticut

Bachelor of Arts in Digital Media & Design
Cumulative GPA: 3.87 – *magna cum laude*
Graduation: May 2018

Notable Coursework:

- Advanced Surface Modeling Techniques
- Modeling, Lighting, & Rendering II
- Compositing for Visual Effects
- Motion Graphics
- Lighting & Rendering
- 3D Animation I & II
- Character Rigging
- 3D Modeling
- Simulations

Daniel Hand High School, Madison, CT

2010-2014
Overall GPA: 3.92

Work Experience

Department Project – Digital Projections

March 2017-February 2018

3D Artist, Storrs CT

- Modeled interior theater space resembling The Bushnell Center in Hartford, Connecticut for use in a video promoting the implementation of digital projections to a live audience.
- Animated 3D assets within theater model to showcase portability of projectors and the application of an immersive technology to improve live performances.

The Beamer, LLC

May 2016-May 2017

3D Modeler, East Hartford, CT

- Created 3D models, characters, and textures using Cinema 4D for use in a Unity game environment.
- Designed a responsive pipeline to get 3D modeled, lip-synced avatars to verbally respond to user inputs.
- Produced scientifically accurate space-related animations with particle systems within Cinema 4D and Unity.

-ATION Student Agency

August 2016-December 2016

Student Creative, Storrs, CT

- Worked as the lead video editor for media to be displayed on the front page of the UConn Entrepreneurship & Innovation Consortium site.
- Aided in the design process, filming, and editing of a video while responding to the needs of a client.
- Collaborated with other members of a student run media design agency to secure a final video product.

Skills

- Cinema 4D
- Maya
- 3ds Max
- 3D-Coat
- SolidWorks
- Substance Painter
- Unity (Working Knowledge)
- Adobe Creative Cloud
- Microsoft Office
- HTML & CSS, Matlab

Activities & Awards

- Digital Media & Design Dean's Scholarship (2017-2018)
- Dean's List Fine Arts (Spring 2015-Spring 2018)
- New England Scholar (2015, 2016, 2017)
- UConn Student Television Advertising Department (2017-2018)
- Computer Graphics Club (2017-2018)
- Captain of UConn Intramural Soccer Team (2015-2018)
- Captain of UConn Intramural Frisbee Team (2015-2017)
- Husky Haulers Volunteer (2015, 2016)
- UConn Digital Media Club (2015)
- UConn 3D Printing Club (2014-2015)