

Matthew Rasey

Greater New York City Area
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MattRasey.com



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 I & II
- 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

NBC Sports

December 2018-Present

Freelance Animator - Stamford, CT

- Responsible for creation of 2D/3D animations and delivery of graphics for on-air programming with The NBC Sports Group including network graphics, show packages, event insert graphics, and titles.
- Main focus on NBC's coverage of the National Hockey League, specifically NHL Live, Wednesday Night Hockey, and the Stanley Cup Playoffs.

5x5 Tech

August 2018-Present

Photogrammetry Technician, Remote

- Perform aerial triangulation on remotely sensed imagery datasets as part of a photogrammetric team using proprietary internal and industry standard photogrammetric software (Bentley Context Capture).
- Assist with the production of photogrammetric models and digital mapping products in a timely and cost effective manner.

High 5 Games

May 2018-August 2018

2D/3D Artist - New York City, New York

- Designed high-pay winning symbols and animations for social, mobile, and land-based slot machine games within Cinema 4D, Maya, and After Effects for a senior creative team.

- Solely responsible for directing the ideation and creation of all in-game graphics and animations for an experimental mobile slot game produced in Unity, along with producing the marketing material for the game to be displayed on social platforms.

The Bushnell Performing Arts Center

March 2017-February 2018

3D Artist - Hartford, CT

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

The Beamer, LLC

May 2016-May 2017

3D Modeler - East Hartford, CT

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

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)