

# Matthew Rasey

Greater New York City Area  
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MattRasey.com



## Education

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### 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

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### High 5 Games

May 2018-August 2018

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

- Created high-pay winning symbols and animations for social, mobile, and land-based slot machine games within Cinema 4D, Maya, and After Effects.
- Solely responsible for the conception 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

- 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

- Produced 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**

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

### **Activities & Awards**

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- 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)