

# Matthew Rasey

Greater New York City Area  
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[MattRasey.com](http://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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### NBC Sports

December 2018-Present

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**

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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)