





steampunk wristwatch model : maya | render : mental ray







Matt-Dewitt 15

















MATT DONNICI 12



Matt Donnici 14



Matt Donnici 13



# Crappy Fish game assets

[https://play.google.com/store/apps/details?id=com.threemonkeys.crappy\\_fish&hl=en](https://play.google.com/store/apps/details?id=com.threemonkeys.crappy_fish&hl=en)



**Trimble** Low poly (1000 faces) models for iPhone farming App. Bottom row: icons.



**Trimble**





# Matthew Donnici

## Career Objective:

Create original art of a very high standard in a variety of genres for international release.  
Contribute to the success of a company through implementation of the visual strategy.

## Skills:

Generation of original ideas. Creation of high quality concept art.  
Traditional and digital sketching and painting. Texturing. Modelling. Storyboarding.  
Character creation and development. Experience with lighting and compositing.  
Ability to work quickly and produce outstanding artwork under pressure.

## Software skills:

Photoshop, Zbrush, Maya, Mudbox, Corel Painter, Illustrator, After Effects.

## Employment History:

### 2014 - 2015:

Pirates of the Caribbean 5 ( Mukiri Productions Pty Limited)  
Set Decoration Concept Artist, illustrator, 3D modeller.

### 2012 - 2014:

various companies.  
Concept Artist, illustrator, 3D modeller.  
Work includes Creature design for Film, advertising campaign for Playstation.  
Storyboards and book covers. 3D assets for games.

### 2011 - 2012:

Stickmen Studios, Head Head of Art.  
Design, create and implement 2D and 3D art for all projects  
Oversee direction and design of visual style within pipeline.  
Mentor and manage art team.

### 2009 - 2010:

Ettamogah Entertainment Australia, Designer  
Create 2D and 3D backgrounds, props and characters for television series and  
national advertising campaign. Texturing and modelling props and characters  
Working with other designers t o ensure integrity of visual standards and timelines met

### 2007 - 2008:

Lampshade Collective, Texturing, Modeling, Lighting all rounder.  
Projects include: 'Nullarbor'. Multi award winning animated short film.  
'Last Dragon'. Chinese / Australian Feature film.  
Look development and texturing of Dragon.  
Various advertisements.

### 2002 - 2007:

Mesa GroupWeb, programmer and designer.  
PHP programming for websites / online applications.  
Web Design, Company Logos. Animations.

matthew@mesa. net. au  
skype: matthew.donnici  
Referees upon request