

MATTHEW THOMAS

Woking GU21 2QY, UK ▪ 07926943035 ▪ matthew.thomas85@btinternet.com

PORTFOLIO

WWW.MATTHEWTHOMAS3D.COM

JUNIOR ENVIRONMENT ARTIST/PROP ARTIST

Graduate in Computer Games Modelling and Animation along with excellent education credentials and experience as a 3D Artist. Aspiring to utilise a strong educational background, hands-on experience to excel as an Environment Artist in the Gaming industry.

- Instrumental in using Autodesk Maya Modelling Software and the UE4 Game engine. Passionate about developing high quality, lifelike environments along with an understanding of game art and processes. Ability to work closely with artists and programmers to create visually stimulating content.

SOFTWARE EXPERTISE

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|--------------------------------|-----------------------|---------------------------------------|
| ▪ Autodesk Maya | ▪ ZBrush | ▪ Adobe Photoshop |
| ▪ Substance Designer & Painter | ▪ Unreal Engine 4 | ▪ SpeedTree |
| ▪ Agisoft PhotoScan | ▪ Adobe After Effects | ▪ MS Office (Word, Excel, PowerPoint) |

PROFESSIONAL EDUCATION

2.1 Bachelor of Arts (Honours) in Computer Games Modelling and Animation – University of Derby, Derby | Jun 2017

Level 3 BTEC Extended Diploma in IT Triple Grade – Guildford College, Guildford | 2013

PROFESSIONAL EXPERIENCE

SPYDAWICK STUDIOS

Oct 2017 – Jan 2018

3D ENVIRONMENT ARTIST

- Played a key role as a part of an environment art team consisting of 8 - 10 artists. Determined appropriate quality and content in coordination with 3D art team members.
- Leveraged strong creative and artistic approach in developing multiple foliage assets including vines, bushes, and trees for two small environments based on concept art.
- Worked closely with the Lead Artist in the team to Model, UV and Texture several 3D foliage assets based on previously created concepts by other designers.
- Maintained accuracy of visual elements as per requirements as well as technical knowledge for different aspects of project.

CAREER NOTE

ONLINE SHOPPER | SAINSBURY'S | Mar 2018 – Present

WAREHOUSE ASSISTANT | SAINSBURY'S | May 2016 – Mar 2017

CASHIER | HOME RETAIL GROUP | Jun 2012 – Jan 2016

ACADEMIC PROJECTS

- **Final Group Project:** Functioned as an Environment Artist with a team of 11 people consisting of 6 Artists and 5 Programmers. Worked closely with the animator and technical programmers on Industrial Section of the game. Judged and awarded the Technical Achievement by representatives of Playground Games.
- **24-hour Game Jam:** Expertly created props which populated the islands in the game as part of 6 man team.
- **2nd Year Project:** Developed and designed multiple props for a racing game as part of a team of 4 Artists.