

Matt Muzzy

3D Artist

330 - 412 - 9142

mattmuzzy.com@gmail.com

To see my portfolio, visit www.mattmuzzy.com

Skills

Retop & Poly Optimization
Organic Modeling & Sculpting
3D Animation
Hand-Painted Textures
Unity Model/Animation Import & Material Setup
PBR Texture Creation
Map Baking
Organization & Project Management + Scrum
Traditional Art Background

Software

3DS Max
Zbrush
Photoshop
Unity
Marmoset
Shader Forge
Substance Painter
XNormal
UDK

Education

The Art Institute of Pittsburgh | 2010

Bachelor of Science (BS) in Game Art and Design

- Best of Show - Graduation Portfolio Presentation - June 2010

Experience

Marxent Labs | 2014 - present

3D Artist & Animator - Culver's: Slopestyle Buttercup (for iOS & Android) - 2015

Responsibilities:

- Create 3D, mobile-friendly models for everything in the game
- Hand paint textures for all 3D content
- Use 3DS Max to Rig and animate player character (Buttercup the skiing cow)
- Set up character controllers and animation clips in Unity for ease of use by devs
- Rig and animate tear-away cup that begins the augmented reality experience
- Create a sense of depth with the environment appearing inside the cup

3D Artist & Animator - Toys R Us: The Geoffrey Shuffle (for iOS & Android) - 2015

Responsibilities:

- Work with client given material to model, texture, and animate Geoffrey Giraffe
- Work from photos to create 3D, mobile-friendly models for a handful of toys which include: Barbie, Darth Vader, and Jumping Pug
- Use Shader Forge to create mobile-optimized shaders inside of Unity

3D Artist - Hess Toy Truck (for iOS & Android) - 2014

Responsibilities:

- Work with pre-existing spaceship models to retop and texture mobile ready assets
- Create all 3D pick-up items & repulsor wave effect

Easley-Dunn Games | 2013 - 2014

Freelance Character Artist - TBA Title

Responsibilities:

- Work from professional concept art to model and texture mobile-friendly character models
- Create clean, animation ready poly-flow

Saints Row IV Warped Weapon Challenge | 2013

1st Place Winner - Deep Silver Volition & Gamestop

Communication Exhibits Inc. | *3D Modeler* | 2011 - 2014

Developing 3D graphics for use in trade show exhibits, printed material, vehicle wraps, video, and in mobile apps using the Unity3D engine. Clients include: NewTek, GE, MACtac, ThyssenKrupp, KCI, Hendrickson, and more.