

Matthew C. Turner

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GAME CREDITS

Kinect Star Wars	2012	Outsource art integration, lighting, env. finishing
Forza Motorsport 4	Fall 2011	Environment concept, layout, creation and finishing
Halo: Reach	Fall 2010	Environment finishing, prop and vehicle creation
Blacklight: Tango Down	Summer 2010	Environment asset prototyping, modeling and texturing
America's Army 3.0	Summer 2009	UI design and prototyping, asset modeling and texturing

INDUSTRY EXPERIENCE

3D Artist - Contract, Microsoft – Good Science (via Filter Talent) Aug 2011 – Oct 2011

- Assembled environments from outsource assets, providing technical feedback to outsource studio to reduce iteration time
- Finished environments with lighting, fog and post-process effects to suit narrative and art direction
- Refined the integration pipeline for environment art, establishing efficient processes for a game engine unfamiliar to the studio

3D Artist - Contract, Turn 10 Studios (via Filter Talent) Oct 2010 – Jul 2011

- Prototyped and designed showcase track's buildings, harmonizing multiple architectural styles, establishing a palette of forms and materials, and extrapolating design elements into new structures
- Designed and constructed showcase track's race complex, arranging buildings, roads, walkways and decorative elements to support the track's fiction, balancing aesthetics with implied functionality
- Built efficient and flexible trackside environment assets, modeling, unwrapping and texturing to minimize cost and support 60 fps gameplay
- Optimized track rendering performance, addressing visibility sets, overdraw, geometry and shader complexity

3D Artist - Contract, Bungie Studios (via Filter Talent) Jan 2009 - Jun 2010

- Researched and created rough concepts for props, modeled low and high-poly meshes, textured with diffuse, normal and specular maps, created shaders and defined destruction states
- Modeled intricate high-poly, large-scale vehicle as a basis for game-res asset and a repository of detail geometry used in all related vehicles and environments
- Finished game environments in collaboration with mission architects and designers: planning, building architectural libraries, constructing, texturing and lighting spaces, creating and propagating decals and decorators
- Constructed and lit cinematic sets with visual storytelling in mind to enhance the vision of the director and animators
- Refined assets and environments to improve aesthetics, memory efficiency, and gameplay characteristics

3D Artist, Zombie Studios Mar - Dec 2008

- Created environment assets for two Unreal Engine 3 titles: modeling low and high-poly meshes, texturing with diffuse, normal and specular maps, creating material shaders in UE3
- Worked with design team to concept and prototype a set of vehicle cover assets that balanced gameplay and aesthetic requirements
- Implemented and refined the initial revision of the America's Army 3.0 user interface, producing 2D artwork and scripting for user interaction

SOFTWARE EXPERIENCE

- Autodesk 3D Studio Max
- Autodesk Mudbox
- Softimage XSI
- Adobe Photoshop
- Pixologic ZBrush
- Adobe After Effects
- Unreal Engine 3
- Autodesk Maya

EDUCATION

Vancouver Film School, Vancouver, BC, Canada

2005 - 2007

- 3D Animation & Visual Effects: Modeling Stream, Class Representative
- Foundation Visual Art & Design: Animation Stream, Class Representative

Washington State University, Pullman, WA

1997 - 2002

- Bachelor of Science in Computer Science, Magna Cum Laude