

Matthew C. Turner

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GAME CREDITS

Halo: Reach	Fall 2010	Prop and vehicle creation, environment finishing
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, 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
- Unreal Engine 3
- Pixologic ZBrush
- Adobe After Effects
- Adobe Photoshop
- Autodesk Maya

ADDITIONAL EXPERIENCE

Chief Technical Officer, Viva Technology, LLC 2003 - 2004

- Responsible for development, allocation and maintenance of all technical resources for the company, including computer and network hardware, third-party software and proprietary component libraries
- Assessed the engineering complexity of development proposals, producing time and cost estimates to aid in billing and scheduling

Software Engineer, Web-X, Inc. 2002 - 2003

- Developed e-commerce sites for more than a dozen clients. Renovated five Paramount Parks' web sites with online payments and print-at-home tickets, yielding more than one million dollars in sales.

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