Matthew Brown

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3D Artist

Resume

Profile

I love working on projects with the 3D medium, after all the hard work and challenges I get to see it all come together as a unique and enjoyable experience. My time in the Marines has given me a strong work ethic and a commitment to perfection that shows in my work. I have an eye for design that that I take advantage of. I have a strong understanding of artistic fundamentals as well as problem solving skills. I have been doing work in the 3D medium for over six years and want to continue it for the foreseeable future.

Skills

⦁ Advanced modeling in Maya.

⦁ Zbrush.

⦁ Photoshop.

⦁ Substance designer and Substance Painter.

⦁ Speed Tree.

⦁ Experience working in the unity game engine.

⦁ Military experience.

Achievements

While in the Marines I was placed in charge of the company armory to ensure the accountability, physical security, and maintenance of over one million dollars of equipment. I completed all assigned tasks for Game Prototyping project to include props, characters, and particle effects. I have maintained honor role status and never missed a class.

Work

 I have been working at Aechelon technologies from February 2016 to present as a 3D production assistant.

 While serving in the Marines I was made my platoon radio operator for my first deployment to Iraq 2008-2009. After Iraq I was made an Armory Custodian for our build up and deployment to Afghanistan in 2010. I was promoted up to the rank of corporal.

Education

I completed my Bachelors of Science in Game Art and Design in June 2014 at the Art Institute of Sacramento CA.