

Matthew Reynolds

21528 16th Dr SE Apt E303
Bothell, WA 98021
(702) 370-0664
mreynolds@broken-cog.com

www.broken-cog.com

Objective

To find a position where my skills and experience can prove an asset to both the project and the long-term success of the company, while allowing me to grow as an artist.

Technical Skills

- Background in 3D modeling, UV mapping and rigging with *3D Studio Max*, *Maya* and *Zbrush*
- Practical knowledge of multiple game engines, including *Unreal* and *Unity*
- Experienced with 2D illustration, texture-painting, and photo-manipulation for print and in-game graphics using *Adobe Photoshop & Illustrator*
- Experienced with professional web page design/construction using HTML coding and *Adobe Dreamweaver*
- Familiar with traditional art mediums, including illustration, painting and sculpting, as well as 2D and stop-motion animation

Released Titles

- Tribes 2 (PC)
- Enigma: Rising Tide (PC)
- Jumper: Griffin's Story (PS2/Wii)
- Monsterpocalypse (boardgame)
- Brave: A Warrior's Tale (360/Wii)
- Planetary Annihilation (PC)
- Trophy Hunting 5 (PC)
- Vanguard: Saga of Heroes (PC)
- Daisy Fuentes Pilates (Wii)
- City Builder (PC/Wii)
- Rol: Battle for Graxia (PC)

Employment History

Jul 2013 - Oct 2014 **Uber Entertainment** **Bellevue, WA**

Contract Artist

- Responsible for concepting, modeling, texturing and rigging character models for *Planetary Annihilation* RTS.
- Developed pipeline for creating custom content in support of Kickstarter backer rewards.
- Worked with Art Director to translate comic-book style concept art into rigged models for *Human Resources* RTS.

Jul 2010 - Apr 2013 **Petroglyph Games** **Las Vegas, NV**

Senior Environment Artist

- Primary responsibilities included map layout, texture painting, prop placement and lighting for RTS levels of *End of Nations*
- Created level geometry, modeled and textured static props and vehicle models as project needs changed
- Tasked with building new levels and reworking existing 3D props and textures during rebranding of *Rise of Immortals* as *Battle for Graxia*

Jan 2010 - Jun 2010 Biggs Harley-Davidson San Marcos, CA

Web Developer / Graphic Artist

- Hired to rebuild existing company website to better serve online sales
- Worked with sales staff to develop advertising for print and web

May 2007 - Jan 2008 Privateer Press Seattle, WA

Contract Artist

- Created high-poly prop and creature models for use in rapid-prototyping of game-pieces for the *Monsterpocalyse* miniatures game
- Worked with company to develop art pipeline for moving their existing miniatures line from metals to plastics

Mar 2007 - Nov 2009 Collision Studios Los Angeles, CA

Lead Environment Artist

- Managed environment art team thru abbreviated development cycle for PS2 and Wii versions of *Jumper: Griffin's Story*
- Assisted Art Director with environmental art and fx during latter half of development on *Brave: A Warrior's Tale* for Xbox 360, Wii, PSP, and DS
- Led art and design teams from initial project development to finished product, as well as developing package and marketing material, for children's puzzle-game *City Builder*

Jan 2004 - Dec 2006 Sigil Games Online Carlsbad, CA

Environment Artist

- Responsible for producing a large range of 3D prop models, from simple objects to detailed architectural geometry, used in *Vanguard: Saga of Heroes*
- Redesigned and implemented changes to existing art assets to better accommodate large groups of players and varied styles of play
- Responsible for level layout and basic design, as well as item population throughout extremely large MMO game environments

Sept 2001 - Dec 2002 Tesseract Games Eugene, OR

Lead Artist

- Managed art team made up of in-house employees and outsourced independent contractors
- Responsible for evaluation and hiring of contractors, as well as orientation of new art team members
- Produced 2D and 3D artwork, including user-interface, low-poly models, and texture-maps, for use in *Enigma: Rising Tide*

Sept 1999 - Aug 2001

Dynamix

Eugene, OR

Environment Artist

- Designed, built, and textured 3D interior and environmental models, for use in level design of *Tribes 2*
- Produced 2D user-interface elements, as well as low-poly 3D models and basic animations for *Trophy Hunting 5*
- Developed and illustrated character and level design concepts for unpublished PC titles

Education

1995–1998

University of Oregon

Eugene, OR

- Bachelor of Arts - Visual Design

1993–1995

University of Oregon

Eugene, OR

- Architecture & Interior Design