



# Matthew Garwin

## Character Art | Props & Weapons | Game Design

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Website: matthewgarwin.com

Demo Reel: <https://www.youtube.com/watch?v=4DV1a4RP7s4>

### Professional Summary

Motivated graduate of Gnomon School with several top industry certifications. Active communicator seeking to collaborate with multidisciplinary team dedicated to user-focused asset creations. Eager to combine understanding of layout, lighting, and color with technical expertise and keen eye for optimization potential to produce quality 3D work. Skilled in a variety of 3D art programs and Game Engines such as Maya, Blender, Photoshop, Substance Painter, Unreal Engine, and Unity Engine.

### Education & Training

**Gnomon School of Visual Effects** · Certificate of Digital Production: Game Art · Los Angeles, CA · 2023

**The Digital Animation & Visual Effects (DAVE) School** · Diploma: Game Production · Orlando, FL · 2018

**DePaul University** · Bachelor of Science: Computer Game Development · Chicago, IL · 2016

### Experienced In

**Character and Prop Creation** - Programs used: Maya, Blender, Zbrush, Substance Painter

**3D Lighting and Rendering** - Programs used: Unreal Engine, Unity Engine, Photoshop, Premiere Pro

**Virtual Reality Development** - Programs used: Maya, Substance Painter, Unreal Engine

### Work Experience

**Dark Catt Studios · St. Charles, IL · 2020**

3D Environment Artist (**Intern**)

Collaborated with multimedia art team to produce popular gaming products through elevated art, creativity and design. Located reference images through online research and historic records to ensure authenticity prior to modeling and texturing environment assets for studio projects. Generated 1-2 3D assets per week, utilizing visual benchmarks and updating based upon head artist feedback and instructions. Reviewed final 3D images prior to delivery and verified accuracy and quality of work. Implemented assets into Unreal Engine, allowing designers and game designers to incorporate work as needed for prop and interactivity and to improve player experience.

**The Dave School/ArchVis-Preswerx · Orlando, FL · 2018**

3D Generalist Artist

Partnered with creative team and partner company to assist with architectural visualization project: created virtual reality penthouse apartment to be used for marketing, potential sales, and promotion of company designs. Modeled 3D furniture assets for VR apartment, creating unique materials, textures, and lighting setups for each piece based upon client guidelines and knowledge of scene composition. Created and implemented props into computer system after verifying accuracy and quality of work.