

# MATTHEWTAN

RESUME 3D ARTIST

## ABOUT ME

I am a **versatile** CG artist **dedicated** to creating high quality art. I work well collaborating in a team, I enjoy mentoring those in need as well as being mentored. I strive to continuously improve my skills and expand my knowledge by embracing constructive feedback. I meet problems head on as well as try to find effective solutions to help future projects. I have a keen eye for form, shape and detail with excellent understanding of human anatomy. I have **strong abilities** in digital **sculpting, modelling** and **texturing** of high and low poly characters.

## CONTACT INFORMATION

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**DOB:** 18/10/85

## EDUCATION

**Media Design School** (2004 – 2005)  
Diploma in Computer Graphics Design

**Media Design School** (2005 – 2006)  
Diploma in 3D Animation

**Media Design School** (2009 – 2010)  
Graduate Diploma in Advanced 3D Productions with Merit

## PROFESSIONAL EXPERIENCE

**Freelance** (2014 – Present)

**Character Artist**

As a **Freelance Character artist** I worked with clients to bring their 2D concepts to a **High 3D Standard**. Areas I worked on are Modeling,Hi-Res Sculpt,Re-Topology, and Texturing

**Games Lab NZ** (2011 – 2013)

**3D Generalist • Character Artist**

As a **3D Generalist** I helped Games Lab with most 3D assets. I worked with the **Animation Supervisor** to fully realize the 2D concepts in 3D. I was given the tasks to model, animate, texture, light, and dress scenes. As a **Character Artist** I worked with the **Art Director** and **Concept Artists** to meet and exceed their vision for their 2D designs. I would take the designs and model, sculpt, and texture them. I also was asked to take older models and textures and help bring them into the new pipeline as well as do touch ups to bring the quality up higher.

**Cirkus** (2010 – 2011)

**3D Generalist**

As a **3D Generalist** at Cirkus I helped by taking on the tasks given to me such as taking outsourced assets and optimising and bring them to a more completed product. I helped model, texture, animate, rig, render, and grade projects when the help was needed.

## ACHIEVEMENTS

- **48 Hour Film Festival Best Animation in Auckland**
- **CGHub Editors Pick (Eldar Bounty Hunter)**
- **Hamburg Animation Award 2010 - Slightly Fishy - Runner up**
- **Crowbar Awards 2010 - Experiment 404 - Bronze – 3D Animation**
- **Crowbar Awards 2010 - Experiment 404 - Silver – Animation**
- **Crowbar Awards 2010 - Slightly Fishy - Gold - Animation**

## SOFTWARE/SKILLS

Autodesk Maya	•••••
Substance Painter	••••
Xnormals	••••
Adobe Photoshop	••••
Pixologic Zbrush	••••
Marmoset Toolbag 2	••••
Unreal Engine 4	•••
Corel Painter	•••
Topogun	•••
Marvelous Designer	•••
Autodesk Mudbox	••
Unity	••
Solidangle Arnold	••

## HOBBIES/OTHER SKILLS

- Firearms Training
- Crossfit
- Tradional/Digital Art
- Gaming

## REFERENCES

*References available upon request.*

## KIND REGARDS

Matthew Tan