

# Matt Higgins

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# Environment Artist

10255 Dover St. Apt 611  
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## SOFTWARE PROFICIENCY

**3D** – Maya, 3DS Max, Mudbox, Presagis Creator

**2D** – Photoshop, Illustrator

**Engines** – Havok, Gamebyro, Source, Unreal 3, Unreal 2K4, Torque X

**Version Control** – Perforce, Tortoise SVN 1.4.5

**Other** – InDesign, After Effects, Premier, MS Office

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## SKILLS

- Hard Surface & Organic Modeling
  - Normal Mapping
  - Photo and Hand-painted Texture creation
  - Keyframe Animation
  - Rigging
  - HTML/CSS
  - Digital Video Lighting, Filming & Editing
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## EXPERIENCE

**IdolMinds** – Environment Artist: *Warrior's Lair (PS3/Vita)* 05/2011 – 03/2012

- Prepare, tag and import outsourced props
- Create Havok breakables for tileset props
- Create Lair decoration assets and Lair relic variants
- Create rubble and miscellaneous props for the various tilesets

**NetDevil** – 3D World Artist: *LEGO Universe (PC)* 12/2009 – 02/2011

- Model and texture lush environments ranging from forests to rocky wastelands
- Working with design to optimize on-screen budgets and create interesting scene reveals
- Working with design to create interesting ideas and locations for gameplay
- Create LEGO Brick smashable objects for players to interact with

**Link Systems and Simulations** – 3D Content Modeler: *MTC and Ash Simulations* 04/2009 – 12/2009

- Model and texture assorted military aircraft, naval vessels, ground vehicles and ground sites
- Ensure each models hierarchy is accurate for seamless integration into simulation engine
- Prototype modular destroyed building states for demo pitches

**Gearbox Software** – Freelance Artist: *Unannounced Title (PC)* 01/2009 – 03/2009

- Creation of environment assets to specifications of the in-house UT3 Engine
  - Import assets and design materials
  - Create both high and low poly assets
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## EDUCATION

**The Guildhall at SMU** 12/2008

Master of Interactive Technology, specialization in Art Creation

**John Brown University** 05/2006

Bachelor of Science, Digital Media Arts specialization in 3D Animation

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