

# Matt Higgins

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# Environment Artist

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## SOFTWARE PROFICIENCY

**3D:** Autodesk 3DS Max 2009, Autodesk Maya 8.5, Autodesk Mudbox 1.07, Presagis Creator 3.5

**2D:** Adobe Photoshop CS2, Adobe Illustrator CS, CrazyBump, AutoCAD 2000

**Engines:** Source, Unreal 3, Unreal 2K4, Torque X

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

**Other:** Adobe InDesign CS, Adobe After Effects 6.5, Adobe Premier 7, Final Cut Pro 2, MS Office

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## SKILLS

Hard Surface & Organic Modeling, Normal Mapping, Photo-real and Hand-painted Texture creation, Custom Rig Creation, Keyframe Animation, Biped Animation, HTML/CSS, Digital Video Lighting, Filming & Editing

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## EXPERIENCE

### Link Systems and Simulations

*MTC and ASH Simulations*

April 2009 – Present

3D Content Modeler

- Model and texture assorted military aircraft, naval vessels, ground vehicles and ground sites.
- Ensuring each models hierachy is accurate for seamless integration into simulation engine.

### Gearbox Software

*Unannounced Title*

January 2009 – March 2009

Freelance Artist

- Creation of environment assets to specification of in-house UT3 Engine
- Imported assets and designed materials
- Created both high and low poly assets

### The Guildhall at SMU

*Dissonance – Source Project*

July 2008 – December 2008

Lead Artist (Faculty Selected), Animator

15 Person Team (five Artists, four Level Designers, six Programmers)

- Rigging, skinning and creation of animation cycles and character compile scripts for ten characters
- Research, documentation and maintenance of the Source engine asset pipeline
- Responsible for assigning tasks and ensuring a consistent art style

*Sacrifice in Paradise – Unreal Tournament 2004 Project*

December 2007 – April 2008

Animator, Game Designer

15 Person Team (four Artists, five Level Designers, six Programmers)

- Creation of animation cycles for two characters as well as textured models and environment textures
- Design layout and art assets for the UI and menus
- Research and documentation of Game Design Doc and Concept Doc

*Virus – Torque X Project*

July 2007 – September 2007

Artist

4 Person Team (two Artists, two Level Designers)

- Construction of 140+ environment tiles and all environment assets
  - Production of sprite animation sets for three characters as well as UI, main menus and the game logo
  - Featured as part of the Guildhall 2007 Winter and 2008 Spring Exhibition showcases
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## EDUCATION

**The Guildhall at SMU**

December 2008

Master of Interactive Technology, specialization in Art Creation

**John Brown University**

May 2006

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

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## RELEVANT EXPERIENCE

**Idea Advertising, Stanford Financial Group** • Houston, Texas

July 2004 – Jan 2005

Graphic Design Internship