

# MATT HUNTER

## Environment Artist

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## Employment History

### Freelance Artist

09/2014 - Current      Rhizome Books, Inc.      Houston, TX

I have been working on an educational game app, two graphic novel apps, and a board game. I digitally paint and animate the art assets for the educational game app and then bring the assets into Unity. For the two graphic novel apps, I am digitally illustrating each shot.

### Pre-Production Artist

07/2010 - 11/2012      Lucasfilm Animation      Nicasio, CA

I worked on the 2015 film, "Strange Magic". I modeled and set up UV's for various environment props, re-topologized old models, and built some of the sets using Maya, Photoshop, 3D Coat, Z-Brush and other proprietary tools. The majority of the assets were low polygon to speed up shot scouting by the story artists. The geometry also needed to be clean and look good "smoothed" in Maya because it would later be handed over to surfacing artists to polish before being used in the final shots of the film.

### Freelance Level Builder

05/2010 - 07/2010      Flying Wisdom Studios      San Francisco, CA

I worked on content to be delivered to NGMOCO for final development of the mobile game, "Star Wars Imperial Academy", on the I-Phone. I researched the Radiant engine for the team and provided tutorial videos and training. I helped build the Cloud City level with BSP geometry, lightmaps, textures, and special triggers.

### Environment Artist

01/2008 - 07/2010      Virtual Space Entertainment      San Anselmo, CA

I worked on the virtual world, Blue Mars for Windows PC. For this project I used Cryengine2, 3d Studio Max, Photoshop, and Crazybump. I worked on environment models and in some cases, their placement in a level, UV's, textures, material shaders, lighting and sectoring for some levels, character clothing models and their setup for online user transactions, dynamic vegetation, terrain,

level of detail models, collision, particle effects, training for people overseas and in house, and animation prototyping.

## Freelance Prop Artist

04/2009 - 05/2009

Vector Unit

San Rafael, CA

I worked on the X-Box Live Arcade game, "Hydro Thunder Hurricane". This position involved modeling, UV setup, texturing, building level of detail models, and creating variations of props within Maya and Photoshop. I worked on some plants, a tree, a windmill, and a houseboat vehicle.

## Artist

05/2007 - 12/2007

Stormfront Studios

San Rafael, CA

I worked on The Spiderwick Chronicles game released on the Nintendo Wii, Sony Playstation 2, Microsoft X-Box 360, and Windows PC. I primarily worked as an environment artist. I modeled the Deep Woods level and one third of the Thimbletack Walls level, using Stormfront's proprietary engine. I worked on environment models, UV's, textures, lighting, collision, sectoring, and also animated the sword and seeing stone cut scenes.

## Education History

Issuing Institution	Location	Qualification	Course of Study
Academy of Art University	San Francisco, CA	Bachelor's Degree	Visual Effects and Animation
San Ramon Valley High School	San Ramon, CA	High School Diploma	General High School Curriculum

## Skills

3ds Max, Maya, Z-Brush, Photoshop, Unreal Engine 4, Unity UDK Engine, CryEngine, Mudbox, Substance Designer, Substance Painter, World Creator, Bitmap2Material, Crazy Bump, 3D Coat, Blender, Gimp, After Effects, Windows, Mac, Linux.

References can be provided upon request.

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