

# MATT HUNTER

Environment Artist

EMAIL: [hunter@artofhunter.com](mailto:hunter@artofhunter.com)

PORTFOLIO: <https://www.artofhunter.com/>

## Employment History

### Lead Artist

09/2014 - Current

Rhizome Books, Inc.

Bakersfield, CA

We are using Unity Engine to develop a 2D mobile game and a 3D film project. For the mobile game, I digitally paint and animate 2D sprite characters and environments. For the film project, I work on 3D modeling. For both projects, I gather research and write documentation. These projects have not been released yet.

### 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 Environment 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 other artists build the Cloud City level with BSP geometry, lightmaps, textures, and special triggers.

## 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.

## 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 oversees and in house, and animation prototyping.

## 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

Z-Brush, Photoshop, Quixel, Maya, 3ds Max, Unreal Engine 4, Unity, CryEngine, Substance Painter, Substance Designer, xNormal, Bitmap2Material, Crazy Bump, 3D Coat, World Creator, Blender, Gimp, After Effects, Windows, Mac, Linux. Willing to learn more!

References can be provided upon request.

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