

MATT HUNTER

Senior Environment Artist

EMAIL: hunter@artofhunter.com
PORTFOLIO: <https://www.artofhunter.com/>

Employment History

Lead Artist

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

We are using Unity to develop a series of Africa themed 2D mobile games 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.

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 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.

Environment 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. Willing to learn more!

References can be provided upon request.

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