

Matt Parkin

3D Modeler

www.mentallic.com

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OBJECTIVE: Seeking an exciting position in the video game or film industry

EXPERIENCE: **ImagineerGames (Internship)** Orlando, FL
(www.imagineergames.com) Sep 2009 - Present

Character/Vehicle/Prop Modeler

- * Create low poly vehicle, character, and prop models
- * Unwraps models for texture painting
- * Collaborates with concept artists to improve model designs
- * Consistently turns in assignments under poly limits

InspireGames (Internship) Orlando, FL
(www.inspiregames.com) Dec 2010 - Present

Vehicle/Prop/Weapon Modeler

- * Models vehicles and weapons
- * Unwraps models for texture painting
- * Asked to take the role of Art Director for an upcoming title

ZoomUtah (Graphic Artist) Orlando, FL
(www.zoomutah.com) May 2009

Graphic Artist / 3D Modeler

- * Designed graphics for a Flash web application showcasing real estate listings
- * Built an array of images to be processed by the Flash engine creating the illusion of a flying logo

SAIC (Integration & Test) Orlando, FL
(www.saic.com) Apr 2006 - Present

*Integration & Test Engineer
Systems Engineering and Integration Contract (SEIC)*

- * Configuration Management (CM) Manager
- * Automated and Manual Test Engineer
- * Hard Drive Image Creation
- * Testing Software and Tools Installation
- * Manage requests for access to Mission Planning database
- * Maintain Backup Tape Server

EDUCATION: **Art Institute of Washington** Rosslyn, VA
2002 - 2005

Media Arts and Animation Program

- * Graduated with a 3.75 GPA
- * Tutored fellow students
- * Assisted professors by reviewing upcoming coursework and providing feedback

SKILLS:

- * 3DS Max 8 & 9, ZBrush 3.5 R3 & 4, Photoshop CS3, Alchemy, Headus UVLayout, Marmaset Toolbag, DXStudio 4.0, MaxScript, HTML, CSS, VBS