Passionate and highly enthusiastic 3D modeler.
Endlessly refining his modeling skills.
Constantly challenging himself to learn and grow.

EDUCATION

BFA, Media Arts and Animation
Art Institute of Washington D.C.
Top 9% 3.75 GPA

SKILLS

3DSMax	Headus UV Layout	DX Studio
Photoshop	ZBrush	Unity
Marmaset Toolbag	UDK	
Alchemy	xNormal	

- More than 7 years experience modeling characters, weapons, vehicles, and props
- 2 years intermediate experience with programming 3DS Max's MaxScript
- Creates complex scripts that automate tedious and repetitive actions
- Ability to learn new tools and techniques rapidly
- Solves problems by pioneering new approaches that tackle complex issues
- Consistently completes tasks under short deadlines

ENDORSEMENTS

*"I am very pleased to recommend Matt Parkin as a **competent, quick, and creative 3D artist**. He is working with us on an indie game project: "Shades of Violet: Song of the Clockwork Princess". Being an adventure game, Matt has been focused on vehicle, prop, and scene modeling. He completes every model he is assigned, and the **quality and professionalism** of his craft has never left me in want. Not only is he timely and precise, but Matt is also **proactive and creative** in his work. He found better solutions to any design problems that **surpass the original concept art**, and he's been able to budget his polygon work in a very clean and faultless way. Matt is easy to work with, and I have no doubt that he'll help you to create quality assets of any kind. I have no qualms in recommending him for anything you send his way."*

Sincerely:
Heriberto Valle Martinez
Imagineer Games. Project Lead.

PROJECTS

The Polygon Pilgrimage - www.PolygonPilgrimage.com

July 2012 - Present

- Blog / Web show that chronicles the journey of neverending aritstic improvement
- Episodes feature online resources, creative tools, and modeling techniques to help other artists

Imagineer Games - Shades of Violet: Song of the Clockwork Princess

March 2010 – Present

- Created 14 fantasy environments
- Constructed multiple intricate vehicles featured in both cinematics and gameplay
- Upcoming release in the Fall of 2013

EXPERIENCE

SAIC - Integration and Test Engineer (U.S. Department of Defense Contract)

April 2006 – Present

- Responsible for maintaining all received software and applying configuration managment
- Automated Test Engineer (Q&A automated scripted testing)
- Integrated testing tools and software to ensure full test coverage and proper functionality
- Rapid turn around on all tasks for multi-million dollar United States Air Force contract