

Greg Matisoff

Boston, MA

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Objective: I am a 3D Artist in the gaming field. I love video games and spend a lot of my time playing them. I am very passionate about this field and I love the experiences I've had thus far. I can make anything in 3D using Maya, Mudbox and Photoshop. I love the challenge of making objects fit into a triangle limit without sacrificing the overall quality of the object.

Titles Worked On:

- BloodKnight- Action RPG game for the iPhone (to be released in Q2 2011)
- Hangout.net – 3D Social Networking Site for teenagers

Skills:

- Low-poly character, room/environment and prop modeling.
- Setting up UVs in Maya and Headus UV Layout Tool.
- Making hand-painted textures in Photoshop.
- Organic and inorganic modeling.
- Setting up assets in the Unity Game Engine.

Experience:

iPwn Studios, Boston, MA

3D Artist/ Concept Artist

www.iPwnStudios.com

May 2009- Current.

- Concept Artist
- 3D Modeler
- Texture Artist
- Story Development

Managed the art pipeline and ensured every piece was consistent with the visual style for *BloodKnight*. Participated in story development to establish game lore for upcoming sequels. Modeled, UV'd and textured characters and props for low-poly environment.

Hangout Industries, Boston, MA

3D Artist

www.hangout.net

June 2008- April 2009

- Concept Artist

- 3D Modeler
- Texture Artist

Worked on the art pipeline, from initial concepts to setting up assets in the Unity Game Engine. Assets included branded clothing for male and female avatars to lawn gnomes and furniture assets for teenage girl demographic. Created concepts and managed outsourcing for various environments. Attended numerous brainstorming sessions to create a narrative for Hangout.net, as well as other brainstorming sessions.

CDIABU Practicum 2008, Waltham, MA

Client: **Commonwealth Shakespeare Company, Boston, MA**

Concept Artist/3D Modeler/Animator

<http://commshakes.org/interactive/interactive.html>

- March 2008-May 2008
- Concept Artist
- 3D Modeler
- Character Animator
- Post Production

Immersed self and classmates into professional freelance job. Pitched ideas to clients at Commonwealth Shakespeare Company and delivered a finished website that met client goals. Final product consisted two completed mini-games to educate their public in what it takes to put on a show.

Education:

Center for Digital Imaging Arts (CDIABU) at Boston University, Waltham, MA

3D Animation Certificate, May 2008

University of Bridgeport, Bridgeport, CT

September 2003 - May 2007

Illustration

Professional Development:

Completed numerous summer courses in life drawing, cartooning, computer art, traditional and computer animation, and video editing at:

- **Massachusetts College of Art, Boston, MA**
- **Art Institute of Boston, Boston, MA**

Software:

Maya, Mudbox, Headus UV Layout Tool, Unity, Basic Zbrush knowledge, Adobe Photoshop, Adobe Illustrator, Adobe After Effects, Microsoft Word, basic knowledge of HTML.