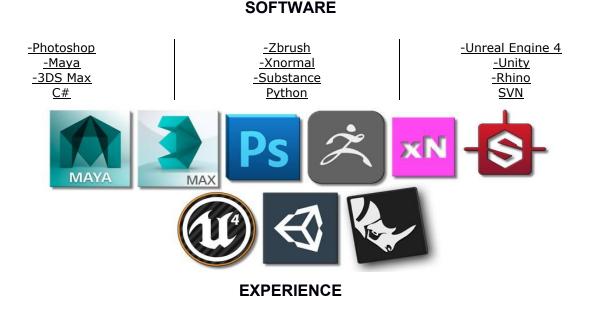# Matthew Woodle

Technical Artist

[Portfolio Link](#)

ABOUT

I'm a seasoned 3D Artist with strong experience working creating worlds for people to explore in full immersion. Additionally working in very dynamic environments in the past I have also gained skills in C#, rendering, texturing, materials/shaders, colour-theory, lighting, digital painting & a host of other technical skills. I do my best to leverage all of this to create something my team & I can be proud of.

SOFTWARE

-Photoshop	-Zbrush	-Unreal Engine 4
-Maya	-Xnormal	-Unity
-3DS Max	-Substance	-Rhino
C#	Python	SVN

EXPERIENCE

Freelance Contractor (2017 - 2019)

Title: Technical Artist

I've worked with several clients during this time period, providing a range of work from coding(game interactions & various system bug fixes), to art & technical art(fx, art tools, shader development) on emerging new IP's in standard, AR & VR games while working remotely.

Nomi Transmedia (2016 - 2017)

Title: 3D Artist

Chiefly I handled much of the art(Environment & Character) for in-development games while at Nomi, also improving some works that went through the pipeline whether that be adding real time FX, texture updates or topology changes/fixes.Additionally among other tasks I helped to develop the art pipeline for in game assets & assisted in the development of several integral shaders for games(many within a node based shader editor & a few written in CG), also giving required specs to outsourced shader programmers for things that couldn't be done in-house. Having in-depth knowledge of the engine we were using(Unity & Unreal) I was also instrumental in conceiving best practice methods for implementing several features running in the games or experiences.

Inhance Digital Co(2016)

Title: 3d Generalist

Retopo of CAD models for real time(Proprietary Engine)

Revised work to match client changes

Created 3D environments

Worked with proprietary engines

InVR(2015 - 2016)

Title: Environment Art/Technical Artist

Handling Interaction(Lighting,minor code, handling of VR hardware) between scenes & Unity Creating Demo Scenes for Showcase

Finalizing Art within engine to fit needs

Working with Programmers to ensure we were within Limitations for our VR Platform Working with architecture models & firms

Tiny Castle(2015)

Title: Art Intern

Retopo of high res models

Transferring of details from high res to low

Correcting/Texture Changes

Minor UI tweaks

Education

Art Institute of California – Los Angeles

Bachelors