

MATTHEW SWANTON

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Website: www.mattswanton.com

Artstation: <https://www.artstation.com/artist/matt3d>

Linkedin: ca.linkedin.com/in/matthewswanton

IMDB: <http://www.imdb.com/name/nm7206990/>

Skills:

3D:

- 3DS max
- Zbrush
- SpeedTree
- xNormal
- UVLayout

2D:

- Photoshop
- Quixel Suite (Ndo & Ddo)
- Substance Designer & Substance Painter
- After Effects & Nuke
- Mocha Pro
- Illustrator
- Flash

Game Engines:

- Unity
- Unreal 4

Programming/Scripting

- C#
- Python
- MAXscript
- Javascript

Asset Management

- Git Hub
- Perforce
- SourceTree

Profile:

Matthew is a passionate Developer & 3D Artist. His versatility & experience allows him to be a valuable asset in creating and leading the technical artistic workflow

As a Technical Artist working with the core team acting as a bridge between the artists and developers by researching, developing, and communicating efficient workflows along with whatever else it takes to help the team and company achieve success.

Published Titles:

- Coloriffic - Northern World Entertainment Software, colorifficgame.com - iOS & Windows
- We're Going Back - Augmented Reality app for Android.

Work Experience:

Legend 3D - 2014 to Present www.legend3d.com

Stereoscopic Compositor

- Compositing shots from various films for Stereoscopic 3D conversion. Which requires using various techniques to reassemble the shot in stereo while maintaining accuracy to the original source frames. Tasks include Clean Plating, Rotoscoping, Tracking and Digital Painting.
- Conversion of VFX nuke scripts from various VFX vendors to Stereoscopic 3D.
- Assisting Lead stereoscopic compositor with managing and assisting team members.
- Testing and development of internal Software tools in Python.

Freelance Work

- Mod Author of the Iron Giant in Fallout 4 - <http://www.mattswanton.com/iron-giant.html>
- Developer of the Quick Time Event system for Unity - <http://u3d.as/4Wc>
- Developer of the Array and Randomize Tool for Unity - <http://u3d.as/95b>
- Developer of the UDK to UE4 T3D tool. <http://www.mattswanton.com/blog/udk-to-ue4-t3d-converter>

Northern World Entertainment Software - 2012 to 2014 www.nwesoft.com

Technical Artist / Environment Artist.

- Established and assisted on workflows for integrating assets into Unity from Flash.
- Wrote technical documents to train team members on new workflows.
- Developed gameplay prototypes in Unity.
- Created assets such as hi-res sculpts, 3D models, 2D animations, textures and shaders.
- Quality Assurance

Rocket 5 Studios - 2014, rocket5studios.com

Trailer Editor

- Edited trailer for "The Phantom P.I. Mission Apparition" for GDC & PAX 2014

VMC Labs - 2012, <http://www.vmc.com/games>

Remote Quality Assurance Tester for a Triple-A title.

- Stress Tested online multiplayer gameplay & reported on gameplay bugs.

AprilAge Inc. - 2005, www.aprilage.com

Quality Assurance for APRIL face aging software

- Tested software usability & workflows.
- Reported & tracked bugs.
- Assisted in assessing quality of facial data for the software's aging algorithms.

Education:

International Academy of Design and Technology, Toronto.

Diploma in Video Game Design & Development

George Brown College

Advanced Diploma in Game Development, Game Modeling Specialization

- Dean's Honor List for every semester.
- Dean's Metal

References available upon request.