

MATTHEW BARRETT

Technical Artist

CONTACT

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EDUCATION

Champlain College

Bachelor of Science, Game Art and Animation May 2017

VOLUNTEER WORK

Independent Film Festival Boston

Event Organization 2018-2020

Green Mountain Games Festival

Event Organizer 2016-2018

Boston Festival of Indie Games

Pax Booth Organizer 2017-2019

WORK HISTORY

Robotics & Coding Instructor/ Curriculum Design

Digital Media Academy, 2018 (Contract work ongoing)

- Designed week to month long curriculums blocks to teach children aged seven to twelve the basics of coding, engineering, and other logic and problem-solving skills.
- Led a class of fifteen to twenty students through the curriculum material, and provided individual support to students struggling with key concepts.
- Assisted Pivot to Zoom Based courses, and remote learning through experience with remote freelance work.

Environment ,Technical Artist & Sales & Marketing

VirZOOM, June 2017- June 2020 (Contract work ongoing)

- Created art assets for new levels and features for the VirZOOM exercise VR game.
- Designed new levels, and ported old levels for mobile VR platforms.
- Optimizing game assets for use on mobile devices
- Designed marketing material, and redesigned the VirZOOM website.
- Represented VirZOOM in a strategic partnership with LifeFitness, and led marketing projects during the collaboration.

Environment Artist/Animator

Emergent Media Center, Summer 2016

- Lead Artist on installation game commissioned by the Burlington Airport.
- Overcame artistic and technical challenges to develop a polished game on a tight schedule and budget.

Freelance Game and Simulation Artwork

- Work with various clients to meet challenging deadlines for their 3D modeling projects. **Clients Including...**
- Gilbane Construction Company (2020-current)
- Haddington Dynamics (2016-current)
- American Lung Association (2017-2018)
- Hasbro (2014-2019)
- Lab Zero (Skullgirls, 2012 clean up artist)

TECHNICAL SKILLS & Languages

Mel and Python preferred scripting for production tools.

5 years of experience in UE blueprint & Unity Animation Editor

Expert Materials and lighting for real time rendering, mobile, VR and other emergent hardware constraints.

Version Control Wizard, try me I have used it!

Agile, Myers-Briggs, First Response & CPR certified.

Amature Draftsman, Calligrapher & Dungeon Master.

Conversationnel Francophone: Québécois!

비즈니스 용 한글을 배우고 있습니다!