

MATT HARNEY | 3D ARTIST

Portfolio: www.mattharney.net

Email: mattharney@yahoo.com

Phone: (630)569-0103

Mail: 319 Roslyn Ave, Glenside PA 19038

Objective

Highly motivated, accomplished digital artist seeking to utilize my creative skills to produce exceptional 2D and 3D art for AAA games and film.

EXPERIENCE

2021 - Present

STORMCLOUDFX - South San Francisco, CA

<http://www.stormcloudfx.com>

Senior 3D Artist - *Unannounced Project*

Responsible for translating concept art into fully realized CG shots for feature film. This process often included every aspect of 3D work from modeling, texturing and animation to lighting and shader setup for rendering. Collaborated with a small team to meet tight deadlines while also ensuring we achieved the vision laid out by the client.

3D Artist - (*Short Film*)

Responsible for modeling, UV's, and CG camera matching.

2018 - 2021

Schawk! - San Francisco, CA

<https://sgkinc.com/en/>

Color and Retouching Operator

Responsible for retouching both 3D renderings and photography to create ad campaigns for some of the top brands in the tech industry. Used non-destructive workflows to edit everything from textures, reflections, and colors to hardware look and feel based on client feedback.

2016 - 2018

STORMCLOUDFX - South San Francisco, CA

<http://www.stormcloudfx.com>

CG Modeler - *MARS (TV Series) (2018) Season 2*

Worked with the modeling team to create high poly assets with clean topology. Responsible for UV unwrapping and layout.

CG Modeler - *Black Mirror (TV Series) (2017) Episode: USS Callister*

Responsible for modeling and UV layout of high poly assets.

Worked with texture artist to develop tileable textures using

Substance Designer.

CG Modeler - *MARS (TV Series) (2016) Season 1*

Responsible for modeling and UV layout of high poly assets.

2015 - 2016

IMMERSIO INNOVATIONS - San Francisco, CA

<http://www.immersioinnovations.com>

Contract 3D Artist

Worked with various different clients to create prototypes that tested practical applications of VR technology. Responsible for designing and creating in-game assets for Unity, including modeling, texturing, rigging and animation.

2014 - 2015

ZOMBOT STUDIO - San Francisco, CA

<http://www.zombotstudio.com>

3D Artist - *Exogears*

Responsible for creating in-game 3D assets based on existing concept art. Created high-resolution models for use in generating normal maps for low polygon models. Textured models using Photoshop, DDO and NDO. Generated diffuse, specular, and normal maps while ensuring all assets displayed properly in Unity.

2013 - 2014

IMMERSIO INNOVATIONS - San Francisco, CA

<http://www.immersioinnovations.com/>

Character Artist - *(Unreleased title)*

Designed characters from thumbnail silhouettes to the finished hi-res sculpt. Was responsible for retopology and normal map generation for optimized meshes. Textured models using Mudbox, Photoshop and CrazyBump. Took characters every step of the way through implementation into Unity including rigging, painting weights, and producing animations. Collaborated with a small team of programmers, designers, and artists to contribute game development ideas and art direction. Worked to set a production schedule to ensure deadlines were met.

Modeler / Texture and Lighting Artist - *Client Prototype*

Created all art assets for an interactive user experience in Unity. Was responsible for creating concept art and utilizing client feedback to create the final textured models. Created environment lighting which

included both baked and dynamic lights based on the needs of the scene.

2006 - 2009

FREELANCE ARTIST - *Chicago, IL*

Logo / Web Illustrator

Utilized traditional drawing and painting skills to create iconic branding for clients with needs ranging from web design to logo illustration.

EDUCATION

2009 - 2013

ACADEMY OF ART UNIVERSITY - *San Francisco, CA*

MFA, Animation and Visual Effects (*Emphasis in 3D Modeling*)

2001 - 2005

ILLINOIS INSTITUTE OF ART - *Chicago, IL*

BFA, Multimedia and Animation (*Honors*)

SOFTWARE

- Maya
- Zbrush
- Substance Painter
- NDO/DDO
- 3D Studio Max
- Photoshop
- Unity
- Keyshot
- Vray

SKILLS

- Normal map generation from high-resolution Zbrush sculpts
- Texturing and UV layout
- Rigging and animation
- Sculpting in both digital and traditional mediums
- Strong traditional art skills in drawing, painting and anatomical understanding
- Organic and Hard surface modeling
- Able to complete finished models from rough concept art while maintaining an understanding of original design's intent
- Pre-production concepting for character, vehicle and prop design

WWW.MATTHARNEY.NET