

# Matthew Mills

www.m-cub3d.com

P.O. Box 994  
Westville NS, Canada  
B0K 2A0  
(902) 754-9948  
mills.matthew@gmail.com

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## OBJECTIVE

A 3D Artist position at a prominent game studio with the role of character, prop, or vehicle modeler.

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## SKILL SUMMERY

- 3D Polygon Modeling – I have modeled well over 30 detailed polygon objects and characters
  - UV Texture Mapping – I have UV Mapped well over 40 complex polygon objects and characters
  - UV Texture Creation – I have created over 30 UV textures from photos and by hand in Photoshop
  - 3D Character Rigging – I have rigged and weighted 8 polygon characters by hand in Maya and XSI using rigs made from scratch with IK and Driven Keys, and pre-made rigs.
  - 3D Animation – I have animated 3D characters by hand and using motion capture data
  - Concept Design – I have created over 10 character designs that I later modeled in Maya
  - Gaming Knowledge – I have been developing art work and assets for games as a hobby for the past 5 years.
  - Software: Maya, Photoshop, Mudbox, Zbrush, MotionBuilder, Premiere, After Effects, Flash
  - Dependable – While working at Wal-Mart I hardly ever turned down a call into work outside my schedule.
  - Teamwork – The team is always able to depend on me completing assignments on time.
  - Problem solving – I often solve technical issues on my computer and others'.
  - Organization – My project files are always well organized, clearly labeled and backed up.
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## PROFESSIONAL EXPERIENCE

**Photo Centre Technician, Wal-Mart Canada, New Glasgow, Nova Scotia, 2008**

- Managed entire Lab alone for an hour during a customer heavy day
- Trained two new employees in the use of chemicals and equipment
- Processed upwards to 80 orders per day

**Class Instructor, Digital Animation Camp Nova Scotia Community College, Truro, Nova Scotia, 2006**

- Supervised and taught 15 children from ages 10-16
- Taught the basics of classical animation and line testing to 5 children

**Community Access Program Trainer, Westville Library, Westville, Nova Scotia 2004-2006**

- Designed a CD logo for the Pictou Antigonish Regional Library association.
  - Managed software updates and technical issues for 8 computers
  - Taught the basics of computer usage to 4 senior citizens
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**VOULUNTEER**

**Class Instructor, New Media Arts Days Nova Scotia Community College, Truro, Nova Scotia, 2007**

- Created lesson plan for the basics of computer animation in Maya
- Taught 15 high school students using the lesson plan

**Class Instructor, Viewfinders, Bayers Lake, Nova Scotia, 2007**

- Set up and dismantled 20 computers for use in the one day session
  - Created lesson plan for the basics of polygon modeling in Maya
  - Taught 20 high school students using the lesson plan
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**EDUCATION**

**Interactive and Motion Graphics Program, Nova Scotia Community College, Truro, Nova Scotia, 2007- 2009**

**Digital Animation Program, Nova Scotia Community College, Truro, Nova Scotia, 2005 – 2007**