



MATTHEW MILLS

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SKILL SUMMARY

- **Polygon Modeling** – Over three years of polygon modeling experience, for production and games.
- **Texturing** – Over three years of creating textures by photo manipulation and digital painting.
- **UV Mapping** – Over three years of UV mapping high and low polygon objects.
- **Character Rigging** – Over two years of rigging and weighting characters in 3DS Max
- **Game Engine Asset Pipeline** – Experience creating, importing, and testing assets for the Gamebryo Engine
- **Digital Sculpting** – High polygon sculpts for 3D print, high resolution images, and normal mapping.
- **3D Animation** – Over two years of 3D character animation experience.
- **Experience with the following software packages:**

3D Studio Max	Photoshop	Zbrush	Gamebryo	After Effects	Premiere
Maya	Mudbox	Xnormal	Fume Fx	Motion Builder	

PROFESSIONAL EXPERIENCE

3D Artist, bitHeads Inc., Ottawa, ON, February 2011 – September 2011

- Modeled props and characters for use in Gamebryo Engine.
- Textured multiple props and other objects according to engine specifications.
- Rigged various characters in 3DS Max for use by the animation team.
- Troubleshoot asset related bugs as they would arise.

Freelance 3D Generalist, Longtail Studios, Halifax, NS, November 2010

- Modeled environments and assets to be used in software pitch animatic.
- Textured character models.
- Created UI elements to emphasize player action.

3D Artist, Army Learning and Support Centre, Department of National Defense, Oromocto, NB, 2009 – 2010

- Modeled, UV mapped, and textured character, vehicle, and prop models.
- Rigged and weighted 3D characters for animation in 3DS Max.
- Worked with clients one on one to produce quality products in a timely fashion.

Artist, M5: Weapons of War, Discovery Channel HD, Truro, NS, 2009

- Created, rigged, and animated character scenes for use in production.
- Created concept art pieces for production.

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

- Supervised and instructed students from ages 10-16.
- Instructed the basics of classical animation and line testing.

CONFERENCES

Montréal International Games Summit, Montréal, QC, 2010

AWARDS

Character Specialist Award, Army Learning and Support Centre, Oromocto, NB, 2010

- 'In recognition of excellent character modeling and rigging work during the 2009/2010 AAAD Internship program'

VOLUNTEER

Guest Speaker, Animediafest, Nova Scotia Community College, Truro, NS, 2011

- Provided a presentation on game industry related techniques.
- Spoke to students on an Industry Panel about my experiences.

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

- Produced lesson plan for the basics of computer animation in Maya.
- Instructed high school students according to lesson plan.

Class Instructor, Viewfinders, Bayers Lake, NS, 2007

- Provided technical support for session setup.
- Produced lesson plan for the basics of polygon modeling in Maya.
- Instructed high school students according to lesson plan.

EDUCATION

Department of National Defense Internship

Advanced Diploma in Applied Arts, New Brunswick Community College, Oromocto, NB, 2009 – 2010

Interactive and Motion Graphics Program, Nova Scotia Community College, Truro, NS, 2007 – 2009

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