



## personal information

matt@twisted-strand.com

## knowledge & skills

Technical artist experienced in visual effects, user interface and graphic design. Proficient in driving the game experience by providing appropriate feedback to the player through visual effect and user interface design. Responsible for all stages of effect creation including artistic direction, particle art generation, animation and scripting functionality.

Experience with UI design, level design, texture creation, 3D modeling, UV texturing, shader creation and gameplay design. Knowledgeable in multiple scripting languages as a content designer. History of working collaboratively across multiple disciplines to creatively accomplish game design goals within technical or artistic limitations. Experience with Unreal4, Doom3, Source, Supreme Commander, Alchemy and Siege technologies.

Fluent with the following software: Photoshop, Illustrator, Visual Studio, Crazybump, Filter Forge, Flash, Perforce and Dreamweaver. Experience with Maya, FumeFX, Houdini, Unreal, 3D Studio Max, Vegas and FontLab.

## professional experience

October 2014 - Current	Lead Visual Effects Artist / Sucker Punch Productions Unannounced Project
June 2010 - October 2014	Senior Visual Effects Artist / Sucker Punch Productions inFAMOUS: Second Son & First Light, inFAMOUS 2
April 2007 - January 2010	Visual Effects Artist / Gas Powered Games Supreme Commander 2, Demigod, Space Siege, Forged Alliance
August 2002 - April 2007	Technical Artist / Raven Software Marvel: Ultimate Alliance, Quake4

Speaker, GDC2014  
The Visual Effects of inFAMOUS: Second Son

Speaker, PAX Prime 2014  
AAA Combat: Behind the Scenes

Visual Effects Society Member

## education

May - December 2001	Post graduate studies Seattle School of Visual Concepts
1996 - 2000	Bachelor of Arts / Graphic Design Western Washington University

## references

Available upon request.