

# Matthew Breit

## Environment Artist

Woodinville, WA 98077 | itslunaranyo@gmail.com | (608) 334-6937

### Experience

#### Everything Unlimited, Ltd (Contract), May 2014 — Jun 2015

- *The Beginner's Guide, PC(Source)*: Art direction, ownership of complete world creation for six environments from base assets to final lighting, plus tools programming.

#### Bluepoint Games (Contract), Jan 2014 — Feb 2014

- *Titanfall, X360 (Source)*: Level and asset optimization for memory, performance, and compatibility with a highly modified renderer.

#### Lightbox Interactive, Nov 2009 — Oct 2012

- *Starhawk, PS3 (Proprietary)*: Architecture/prop modeling/texturing from both concept and scratch. Given full ownership of key 'Build and Battle' feature assets.

#### Unknown Worlds Entertainment (Contract), Feb-Oct 2009

- *Natural Selection 2, PC (Proprietary)*: World prop modeling/texturing from both precise and rough concept.

#### Big Rooster, Jun 2007 — Nov 2008

- *Wings of War, XBLA/PS3Net (Unreal 3)*: All world modeling, texturing, lighting, and effects.
- *Talisman, PC/XBLA/PS3Net (Proprietary)*: All world modeling, texturing, lighting, and effects.
- *Asset Outsourcing, Various (Unreal 3)*: All world modeling, texturing, lighting, and effects. Fully responsible for world art pipeline development.

#### Raven Software, Jun 2005 — Jan 2007

- *Wolfenstein, PC/X360 (idTech4)*: Construction and lighting, plus scripting and AI implementation.
- *Internal Prototype (Unreal 3)*: Lighting, modeling, texturing, and level building.
- *Quake 4, PC/X360 (idTech4)*: Varying degrees of level planning, gameplay iteration, architecture, texturing, and lighting.

### Technical Skills

- High & low poly modeling and normal map rendering
- Skilled at finding technical solutions to artistic problems
- Texture creation in diff/spec/norm plus advanced shader effects
- Single- and multi-player FPS gameplay design and level art
- Experienced with animation practice and principles

### Software

- Unreal3 + UDK
- Doom3/Quake4 + Radiant
- Maya & MEL
- Python
- Adobe Photoshop
- C/C-style code & script

### Education

- Bachelor of Fine Arts
- Savannah College of Art and Design, 2001-2005
- Concentration in computer graphics and animation

### References

Available upon request.