

MATT JOZWIAK

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SUMMARY OF QUALIFICATIONS:

Low poly 3D Modeler with clean geometry and detailed textures. Proficient understanding of Maya, Photoshop, and Zbrush to enhance hard surface modeling. Strong verbal and written communication skills. Quick learner with the ability to work within deadlines and also as part of a collaborative team.

INDUSTRY SKILLS:

- Maya
- Zbrush
- Photoshop
- After Effects
- Unity
- Dreamweaver
- Word
- PowerPoint
- Excel

EDUCATION:

The Illinois Institute of Art- Chicago

Sept. '11

Bachelor of Fine Arts in Game Art and Design with Honors

RELATED COURSEWORK:

Individual Project: *Alley*

Summer '16

- Each building was modeled and decorated with distinct destruction and graffiti on them inside Photoshop.
- Blueprints were used to construct a 2013 Police Tahoe within the scene.
- An immersive scene was created by using particles to create clouds, while rain was generated in After Effects.

Individual Project: *Under The Stars*

Summer '15

- Lighting was created through Mental Ray Physical Sun and Sky to create a night time scene.
- Stars were constructed from Paint Effects and rendered on a different layer that was combined afterwards in Photoshop.
- Realistic grass was generated by using Fur on the plane's surface.

Team Project: *Subway Scene*

Fall '14

- Created a subway train by using blueprints to fit inside the subway scene.
- Alpha cards were used to evoke a sense of realism by creating damage within the scene.
- Animated sparks from fallen wires using particles in Maya.

FREELANCE:

South Side Iron

Dec. '15 - July '16

Graphic Designer

- Worked with the owner to create a logo for the company.
- Used knowledge of both Photoshop and Illustrator to achieve the desired design for the sign, brochures, and apparel.

WORK EXPERIENCE:

Centrax Media Group, INC.

April '13 - Current

3D Modeler

- Created 3D models for each specific client.
- Executed animation skills for desired effects.

JOB EXPERIENCE:

Forever 21

Nov. '11 - Current

Assistant Store Manager

- Accountability for the receiving and processing of the store merchandise.
- Strong partnership with Store Management and driving the store stock team to execute their job duties.

ACTIVITIES:

- Member of Autodesk and CG Society.