

Matthew Demaray

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Professional Experience

Daybreak Games, Austin, TX

2018 – Present

Sr. Environment Modeler

- Model/Texture Props, Build Kits, and world build for an announced AAA title.
- Collaborate with the design department, providing valuable input on level layout and assisting in greybox.
- Sustain art director's vision for the game world.
- Unreal 4 editor proficiency in art, level design and performance.
- Responsible for the creation and maintenance of environment art pipeline.

QC Games, Austin, TX

2016 – 2018 *Environment*

Environment Artist Lead

- Direct and support a team of environment artists for unannounced AAA title.
- Collaborate with the design department, providing valuable input on level layout and assisting in greybox.
- Sustain art director's and design director's vision for every map in game.
- Unreal 4 editor proficiency in art, level design and performance.
- Responsible for the creation and maintenance of environment art pipeline.

Certain Affinity, Austin, TX

2014 – 2016

Environment Artist - Map Lead

- World Builder on a continuous string of AAA titles including Halo 2 Anniversary, Doom, Mafia 3, COD Modern Warfare Remaster.
- Map Lead on AAA project.
- Proficient in multiple proprietary game engines.
- Skilled hard surface and organic environment prop modeler.

Firaxis Games, Hunt Valley, MD

2008 – 2014

Environment Artist - Lead

- Lead team of environment artists for XCOM Enemy Unknown and XCOM Enemy Within.
- Maintain a close relationship with the design department providing valuable input in level layout.
- Uphold art directors and design director's vision for every map in game.
- Responsible for the lighting of levels.
- Achieve Unreal editor proficiency in art, level design and performance.
- Construction of hard surface/ organic hero props including high poly, low poly, projection and texturing.
- Responsible for the construction and maintenance of environment art pipeline for all of Xcom EU.
- Develop art process/guides and tools to maintain style and consistency of all environment assets.
- Work directly with concept artists to develop look of all the maps based on grey box level.
- Teach various techniques of clean hard surface modeling in a classroom setting.
- Work with outsourcing manager to maintain integrity of outsourced environment assets.

Big Huge Games, Timonium, MD

2008

Sr. Environment Modeler

- Environment and hero prop texturing and modeling on an RPG lead by Ken Rolston, for PS3 and 360.
- Did level design for various sections of the playable world.
- Provided training in UV layout, organic modeling, lighting techniques and hard surface modeling.

Midway Studios, Austin, TX

2007-2008

Sr. Environment Modeler

- Textured and modeled on an open world title using Unreal 3, for PS3 and 360.
- Did level design for various combat spaces.
- Provided training in various software packages.

Electronic Arts Tiburon, Orlando, FL

2005-2007

Environment Modeler

- Developed Textured and Modeled on the following platinum titles for PS3 and 360: NCAA 07, NCAA 08, Madden 07, Madden 08. Currently working on title two new titles.

- Lead the development of “Create a Stadium”, a major feature in Madden ‘08. My responsibilities included creating or directing art creation, constructing the pipeline and guiding other teams through to the end of Alpha. We exceeded our production team’s visual expectations, delivering ahead of schedule and under budget.
- Helped lead the creation of rules and standards for all of EA’s outsourcing partners. Provided reviews of outsourced work throughout the entire production of NCAA 07.
- Lead training classes UnrealED.
- In charge of running “Environment Club”, one of 4 special groups at Tiburon. Open to all artists at the company the focus of the club is to share new ideas and improve the pipeline.
- Worked with Technical Artists to invent tools, improving workflow in Maya for texturing and modeling.

Riha Design Group, Chicago, IL

2004-2005

VR Department Manager/Lead Artist

- Used game industry skills to create true innovation in the architectural visualizations industry. Developed simulations using the Unreal 2004 and Half Life Source engine.
- Manage and art direct a small team of game industry professionals. Model/texture realistic rooms and props for Low and High Poly applications.

Media Options Inc, Chicago, IL

1998-2003

VP Digital Media

- Brought versatile knowledge of digital production that solidified long-term relationships with existing clients. Established new business opportunities using creative and innovative ideas that secured future growth. Developed/produced over 40 projects including from educational full-featured games, marketing campaigns and animations. Lead a team of in-house designers along with a large freelance base of animators, programmers, illustrators and graphic designers.
- Lead developer on "Homes of Our Own," an award winning CD-Rom game that has now seen distribution of over 20,000 units. My responsibilities were to supervise the team of designers, animators and programmers while also producing half of the 2D/3D art for the project.
- Character artist/3D modeler for "Girls Allowed," an award winning girl's self-esteem website. Oversaw and participated in the production of over 64 episodes involving 400 animated shorts
- Conceived, sold and implemented www.mcdcustom.com, a McDonald's custom recruitment website. Directed a professional photographer, designed graphics for the website and oversaw programming.
- Redesigned the Media Options corporate identity, including the logo, letterhead and business cards.

Coal Mine Productions, Glenview, IL

1996-1998

Co-founder & Art Director

- Completed projects ranging from speaker support to full-solution corporate interactive and video animation contracts up to \$500,000. Supervised one sales manager, two artistic/production staff and many freelance programmers, animators and artists. Led 30+ projects including.

Motivation Media, Glenview, IL

1995-1997

Graphic Designer Multimedia Department

Independent Contract Work

Anki Drive, Schumacher Dental, Digital Kitchen, Techno Tribe, RDGI, Suspicious Package

Technical Skills

Highly Proficient

Fusion 360 Maya, 3ds Max, Radiant, UnrealED, Zbrush, Polyboost, Photoshop, Unwrap 3d, Illustrator, After Effects, Substance Painter/ DesignerBody Paint, Deep Paint, Flash, Perforce, RealViz Image Modeler, RNA, SMABS, Outlook

Competent:

Mudbox, , Modo, Handsoft, Director, One Note, Handsoft, Office Suit,

Education

Chicago Academy of the Arts Graduated 1988 - School of The Art Institute of Chicago 1992-1994