

Matt Murch • **Matthew Murchison**

Portfolio.MattMurch.com • Matthew@MattMurch.com
Toronto, Ontario, Canada • www.Linkedin.com/in/MattMurch

Profile

Award-winning artist with 3 years of game art experience. Harnesses detail-oriented design with a traditional art background to create beautiful and immersive game environments. Brings problem-solving and teamwork skills honed creating games at Sheridan College.

Education

Sheridan College, BA Game Design (2015 - Present)
Clarington Central Secondary School, Specialist High Skills Major in Digital Design
Ontario St Public School, French Immersion

Past Experience

Terraformers: Space Command

3D & Technical Artist, April-August 2017

- Made low-poly models for mobile platform
- Baked high-poly sculpts to low-poly
- Painted PBR textures for realistic style
- Released on Google Play Store

Legend of the Minotaur

Game Developer, Nov - Dec 2017

- Utilized PBR tools and Post FX for realistic visual style
- Created optimized modular kits and trim sheets
- Consulted historical experts to ensure accuracy

Chicken Coup

3D Environment Artist, Nov 2016

- Built a collection of modular models for quick iteration on design
- Delivered a unique low-poly visual style
- Advised on technical limitations of Unity for art

SwapBox

3D & Technical Artist, Nov 2017 - present

- Responsible for art direction and execution
- Created modular low-poly models
- Produced photo real hero assets
- Produced realistic procedural PBR textures
- Shipped vertical slice to itch.io

Petra

3D Environment Artist, Mar - April 2017

- Developed a realistic environment from real world reference
- Used industry standard PBR techniques to create a light-weight real-time experience

Double M Digital

Founder & Web Designer, Jan 2016 - present

- Part of the Ontario 'Summer Company' startup program
- Worked with mentors to launch a digital design firm as a sole proprietor
- Worked with customers to build lasting business relationships

Qualifications & Awards

3D Animation Silver Medal (2015)

Ontario Technological Skills Competition

- Designed and animated characters & environment

Sprint Week Award (2016)

Sheridan College Game Competition

- Prize for overall game quality at Sheridan
- Created assets and obstacle art

Software Expertise

Blender • Unity • Maya • ZBrush • Substance Painter • Substance Designer • Photoshop - Adobe Certified Associate (CS6) • Shader Forge • Illustrator • Designer • SketchUp • Gimp • Regard3D

Hobbies & Skills

First Aid & CPR C • Camping • Photogrammetry • Scouts • Travelling • Hiking • Cooking