

MAC MATTHIESEN

CHARACTER ARTIST
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(206) 607-7687

SKILLS



Working Knowledge:

- 3D Studio Max
- Marmoset
- Python

Traditional Media:

- Pencil
- Sculpting
- Charcoal
- Pen & ink

EXPERIENCE

Westward Creative, Seattle, WA

04.2015 – 06.2017

Design Artist

- Communicated with clients to address their needs and translated that into a presentable product
- Regularly reiterated based on client feedback

Neon Wasteland – DigiPen Senior Game, Redmond, WA

05.2015 – 04.2016

Art Director and Character Concept Artist

- Conceptualized the visual aesthetic of the game as a whole
- Collaborated with team members and provided artistic guidance to maintain the game style
- Created the character designs and helped to inform their animation and combat sets
- Presented the art of the game in an organized fashion and recorded relevant feedback

DigiPen Institute of Technology, Redmond, WA

09.2015 – 04.2016

Teacher's Assistant for Limited-Scope 3D Production

- Assisted instructor during lectures and provided weekly peer mentorship
- Tutored students on the production pipeline of a 3D animated short, from the creation of story, character and environment, to the production of assets and animation

ARC – DigiPen Junior Game, Redmond, WA

09.2013 – 04.2014

Concept and Environment Artist

- Painted creature and environment concepts to help define the game's visual aesthetic
- Modeled and textured both unique and modular environment pieces while accommodating technical restrictions
- Worked as texture lead to develop an efficient pipeline and style guide for textures

DigiPen Institute of Technology, Redmond, WA

09.2013 – 04.2014

Teacher's Assistant for Introduction to 3D Animation

- Assisted instructor during lectures and provided weekly peer mentorship
- Tutored students on developing skills in Maya, including modeling, texturing, rigging and animation

EDUCATION

Bachelor of Fine Arts in Digital Arts and Animation, Honors

04.2016

DigiPen Institute of Technology, Redmond, WA