



PORTFOLIO

Mawofthevoid.com

SOFTWARE

Maya
3Ds Max
Photoshop
Unreal Engine
Substance Painter
Perforce

CORE SKILLS

Source Control
Full Asset Pipeline Dev
Rigging
UE4 Blueprint Code
Basic C++/HLSL

HONORS & AWARDS

Ferris State Deans List(2012-16)
Intern of the year (Sixfoot 2015)

Matthew Woock

Technical Artist

CONTACT INFO

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EXPERIENCE

DBA Worldwide January 2017 – Current

Tech Artist

Created content for clients, utilizing AR and animation driven gameplay
Colaborated in a small team, utilizing the best strengths of each individual
Established a Perforce server along with integration pipelines
Utilized Unreal and Substance to create real time environments

Six Foot June 2015 – August 2015

Quality assurance Intern (Dreadnought and Grey Goo)

Worked in a cooperative environment testing and documenting bugs
Tested Grey Goo: Descent of the Shroud DLC (Credited)
Tested Dreadnought (Currently Beta)

Underbite Games September 2015 – December 2015

Art Intern (Super Dungeon Tactics)

Created hand painted environment assets
Created assets for Super Dungeon Tactics

EDUCATION

Ferris State University

Bachelor of Applied Science

Digital Animation & Game Design Major

Gradution date: 12/5/16

Cum Laude GPA of 3.7

COMMUNITY INVOLVEMENT

GDC 2016-17 Volunteer

Conference Associate

Scanned attendee bagdes for sessions

Provided resign opportunities for future booth reservation

Assisted to make GDC amazing for the attendees

Global Game Jam Participant

Ferris State 24-hour Game Jam

Participant from 2012-2016

Created a game or related piece of art designed for a unique topic

Assisted team members in becoming better artists and designers