



## PORTFOLIO

Mawofthevoid.com  
Pass: DBA\_TA

## SOFTWARE

Maya  
Zbrush  
3Ds Max  
Perforce  
Photoshop  
After Effects  
Unreal Enginge  
Substance Painter  
Vray/Corona Renderers

## CORE SKILLS

Full Character Pipeline Dev  
UE4 Blueprint Code  
Hard Edge Modeling  
Low Poly Asset creation  
Unwrapping  
PBR/Stylized Texturing  
Rigging & Animation

## HONORS & AWARDS

Ferris State Deans List(2012-16)

Intern of the year (Sixfoot 2015)

# Matthew Woock

## 3D Artist/ Technical Artist

## CONTACT INFO

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(248)-824-9648  
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## EXPERIENCE

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### **DBA Worldwide** January 2017 – Current

Tech Artist

Created content for clients, utilizing AR and animation driven gameplay  
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)

Tested Grey Goo: Descent of the Shroud DLC (Credited)  
Tested Dreadnought (Currently Beta)

### **Underbite Games** September 2015 – December 2015

3D Artist Intern (Super Dungeon Tactics)

Created hand painted environment assets  
Created assets for Super Dungeon Tactics

## EDUCATION

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### **Ferris State University**

Bachelor of Applied Science

Digital Animation & Games Design Major

Graduation date: 12/5/16

Cum Laude GPA of 3.7

## COMMUNITY INVOLVEMENT

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### **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