



PORTFOLIO

Mawofthevoid.com

Professional Work Password: WO_TA

SOFTWARE

Maya
3Ds Max
Adobe Products
Unreal Engine
Perforce

CORE SKILLS

Rapid Prototyping
Game Development
Agile Team Development
Full Asset Pipeline Dev
Rigging
UE4 Blueprint Scripting
Basic C++/HLSL

HONORS & AWARDS

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

Matthew Woock

Technical Artist

CONTACT INFO

Matthew.Woock@gmail.com
(248)-824-9648
linkedin.com/in/matthewwoock

EXPERIENCE

DBA Worldwide January 2017 – Current

Tech Artist

Created content for clients using : VR, AR, Live Mo-Cap, and Game Dev
Collaborated on a small team, utilizing multiple skillsets and roles
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

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

Graduation 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