

Matthew Clarke CV

Matthew D Clarke
35 Harkness Way,
Hitchin,
Hertfordshire,
SG4 0QJ.
mattc_43@hotmail.co.uk
07852 978308

Art Station: <https://www.artstation.com/mattface>

Portfolio: <http://www.wildwindmodels.com/>

Experience, skills and Knowledge

My name is Matthew Clarke and I am a 3D artist. I have knowledge in

- 3D modelling programmes Maya, Modo and 3DS Max
- 3D sculpting in Zbrush
- Texturing programs like 3D coat and Substance Painter and the PBR workflow
- Adobe Photoshop
- 3D printing
- Sculpting and designing models for Resin casting or plastic injection moulding in mind
- Basics in Animation after gaining a certificate in Foundation Animation from Escape Studios

Background:

I am a 3D Artist/Digital Sculptor. I am very passionate about being a 3D artist, currently a sculptor in the Board Game and miniatures design industry, but looking to broaden my horizons and get a foot in the door of the video games industry

I started casually learning 3D modelling when I was about 15 at school, using basic 3D work to visualise my designs in woodworking and product design classes, also using CAD/CAM for my final A Level project. It was when I was at home learning other free programs, that I started creating models and scenery to be used in RollerCoaster Tycoon 3 and other video games. That influenced my more serious decision to study more professional programs in the context of video game art.

I have now been doing serious 3D modelling/digital sculpting for 6 years now, Professionally for almost 3 years.

Between July 2017 and September 2018, I was working in house with Warcradle Studios/Wayland Games on their Wild West Exodus and Dystopian Wars lines, sculpting models with tight deadlines and working very closely with our in house resin team or out of house plastic injection moulding companies to produce high quality miniatures. Taking the creative lead on some projects like our Cor Caroli and Viridian Clade miniatures for the Wild West Exodus game.

Due to our Lead 3D artist being based in America, I've had to step up and take additional responsibilities that he is unable to do remotely, like liaise in person with the other departments and make sure we are all working together to reach deadlines, and to adapt workflows accordingly.

I have since been working Freelance, and been given a part-time contract at Anvil Industries

Due to wanting to obtain knowledge in every aspect of the production pipeline, I have completed a part time 10 week course in foundation Animation.

Companies I have sculpted for

- **WarCradle Studios/Wayland Games**
- **Gale Force 9**
- **Exod Games**
- **Anvil Industries**
- **MyMiniFactory**
- **Wild House Models**
- **Nonsense Miniatures**
- **Zealot Miniatures**
- **Steel 72**
- **Grand Arcanum Games**
- **Warlord Games**

Each of these clients have given me different challenges and I have had to adapt and change as I work to meet the demands. Some projects I have had to create a design from scratch without concept art, some projects I have had some great detailed art to make sure I stay true too.

I've designed products from a variety of genres, sci-fi, fantasy, characters and vehicles.

The models I have designed for Grand Arcanum Games have been a part of a successful kickstarter. Which meant running tight deadlines to make sure my client had more and more content to advertise the kickstarter.

I have worked with a client with the rights to a large IP and had to go through different levels of approval, to make sure my designs are accepted by not just the client, but the rights holders as well.

Relevant Employment History

- ***Anvil Industries***
Part Time Digital Sculptor September 2018- Present
I am currently working part time as a Digital sculptor at Anvil Industries to help expand their current lineup of miniatures and conversion parts for miniature wargaming. Working as part of a small, but close team to produce the best quality product.
- ***Warcradle Studios/Wayland Games***
Full Time In House Digital Sculptor: July 2017-September 2018
I was working full time as an in house Digital Sculptor, working mainly in Zbrush to sculpt new models to add to our lines, working with a team consisting of other Sculptors, Graphic Artists, Concept Designers, gamers and modellers, Moulders and Casters to produce high quality products from start to finish

Other interests

My interests outside of 3D working include woodworking, drawing, modelling/painting miniatures, I enjoy making woodworking projects for family and friends, working with them to create unique pieces that fit in with their style,

I hope I have caught your interest with my CV, if you want to view my portfolio you can find it at my website here

<http://www.wildwindmodels.com/>

<https://www.artstation.com/mattface>