

Contact

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Top Skills

3D Studio Max
Digital Matte Painting
Look Development

Certifications

Duolingo German Fluency:
Elementary (Estimated)

Honors-Awards

Emmy Nomination: Outstanding
Special Visual Effects in a
Supporting Role: 2013

Matt Conway

Senior Matte Painter at Tau Films
United States

Summary

- Matte Painting
- 2.5D Projection
- Concept Painting

Software: Photoshop, Maya, Nuke, Vray, Terragen, Vue

Experience

Tau Films
Senior Matte Painter
April 2019 - Present
Greater Los Angeles Area

MPC
Key DMP Artist
January 2019 - April 2019 (4 months)
Montréal, QC, Canada

"Shazam!"

"Artemis Fowl"

Method Studios
Matte Painter
August 2018 - November 2018 (4 months)
Los Angeles, California

"Fallout 76"

ZERO VFX
Matte Painter
July 2018 - August 2018 (2 months)
Venice, California

"Mile 22"

"Instant Family"

CoSA VFX

Matte Painter

February 2018 - May 2018 (4 months)

Greater Los Angeles Area

"Westworld: Season 2"

"Gotham"

Method Studios

Digital Matte painter

September 2017 - December 2017 (4 months)

Santa Monica, CA

"A Wrinkle in Time"

RealtimeUK

Matte Painter

May 2017 - June 2017 (2 months)

Greater Los Angeles Area

Matte painting and projection for "World of Tanks: War Stories"

Method Studios

Senior Matte Painter

November 2016 - April 2017 (6 months)

Santa Monica, CA

Guardians of the Galaxy: Vol 2

Framestore

Senior Digital Matte Painter

October 2016 - November 2016 (2 months)

Culver City, Ca

Rodeo FX

Senior Matte Painter

February 2015 - September 2016 (1 year 8 months)

Venice, CA

"Game of Thrones: Season 5"

"Black Sails: Season 4"

"Resident Evil: The Final Chapter"

"The Space Between Us"

"Fast and Furious 8"

"The Last Witch Hunter"

"By the Sea"

"Black Sails: Season 3"

"The Shack"

"Game of Thrones: Season 6"

Origin Digital Studios

Lead Matte Painter

July 2015 - August 2015 (2 months)

"True Detective"

"Agent X"

Blur Studio

Lead Matte Painter

November 2014 - February 2015 (4 months)

Origin Digital Studios

Senior Matte Painter

November 2014 - December 2014 (2 months)

"Sleepy Hollow"

The Mill

Concept Artist/Matte Painter

October 2014 - October 2014 (1 month)

"Nintendo"

Screen Scene

Matte Painter

July 2014 - October 2014 (4 months)

"Ripper Street"

Logan.tv

Matte Painter

May 2014 - July 2014 (3 months)

Marina Del Rey

"Mortdecai"

Origin Digital Studios

Matte Painting Supervisor

March 2014 - May 2014 (3 months)

Burbank, CA

"Hieroglyph"

SPIN VFX

Senior Matte Painter

January 2014 - February 2014 (2 months)

"Dominion"

"Reign"

The Mill

Matte Painter

September 2013 - January 2014 (5 months)

LA

Rhythm & Hues

Matte Painter

August 2013 - September 2013 (2 months)

El Segundo

"Winter's Tale"

Prologue

Concept Artist | Matte Painter

May 2013 - August 2013 (4 months)

Venice Beach

"Destiny"

"League of Legends"

Pixomondo

Supervising Matte Painter | Look Development Artist

June 2012 - April 2013 (11 months)

Burbank

"Da Vinci's Demons"

"Die Hard 5: A Good Day to Die Hard"

"Game of Thrones"

Rhythm & Hues

Matte Painter | Concept Artist

February 2012 - June 2012 (5 months)

El Segundo

"Snow White & The Huntsman"

"R.I.P.D."

"Seventh Son"

Bootleg Productions, Inc.
Look Development Artist
April 2012 - May 2012 (2 months)
"Boardwalk Empire"

Look Effects
Matte Painter
April 2012 - April 2012 (1 month)
Culver City
"Gilded Lilys"

ScanlineVFX
Matte Painter
November 2011 - February 2012 (4 months)
LA
"Battleship"
"The Avengers"

Method Studios
Matte Painter
October 2011 - November 2011 (2 months)
Santa Monica
"New Years Eve"

Diesel VFX, Inc.
Matte Painter, Concept Artist, Vue Artist
July 2011 - October 2011 (4 months)
"Abraham Lincoln: Vampire Hunter"
"Hunger Games"

ScanlineVFX
Matte Painter, Concept Artist, Vue Artist
January 2011 - July 2011 (7 months)
Los Angeles
"Immortals"
"Super 8"
"Journey 2: The Mysterious Island"

Pixomondo
Matte Painter
December 2010 - December 2010 (1 month)

Santa Monica

NHL All-Star Game

Psyop

Matte Painter

November 2010 - December 2010 (2 months)

Venice Beach

Citroen

Zoic Studios

Matte Painter

October 2010 - November 2010 (2 months)

Culver City

"Falling Skies"

Psyop

Supervising Matte Painter

July 2010 - October 2010 (4 months)

Venice Beach

Nissan Juke

Animal Logic

Matte Painter

June 2010 - August 2010 (3 months)

Santa Monica

Acura

Blur Studio

Matte Painter

April 2010 - June 2010 (3 months)

Santa Monica

Bioshock Infinite

Farmer Brown

Matte Painter

February 2010 - April 2010 (3 months)

End of Nations

Pixomondo

Matte Painter

November 2009 - January 2010 (3 months)

"Percy Jackson and the Olympians: The Lightning Thief"

Prime Focus World VFX LA

Matte Painter

October 2009 - November 2009 (2 months)

"Avatar"

CosFX Films

Matte Painter

July 2009 - October 2009 (4 months)

"Date Night"

The Syndicate

Matte Painter

January 2009 - July 2009 (7 months)

"Shutter Island"

GS Entertainment

Matte Painter | VFX Artist

March 2008 - January 2009 (11 months)

Studio City, CA

"The Day the Earth Stood Still"

"The Known Universe"

"CrimeScene 360"

CafeFX

Junior Matte Painter

September 2008 - October 2008 (2 months)

"Dragonball Evolution"

Education

Gnomon School of Visual Effects

Digital Matte Painting · (2007 - 2008)

VFX Workshops

Matte Painting · (2008 - 2008)

Art Institute of Phoenix

A.A.S., 3D Animation · (1997 - 1999)

University of Nevada-Las Vegas - College of Business
B.S., Business Administration · (1994 - 1997)

University of Nevada-Las Vegas
Bachelor's degree, Business Administration and Management, General