



Matthieu Mouthon

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About Me

Originally from France, Matthieu is a 3D Environment Artist currently located in Rochester, NY. He likes to craft heartfelt stories and narratives through the environments he creates with tools such as the Substance Suite and Unreal Engine 4.

In his spare time, Matthieu gets inspiration for his work by visiting new places, taking countless reference photos, and recreating what he saw in Substance Designer.

Skills

3D Modeling

Autodesk Maya
Zbrush

Texturing

Substance Painter
Substance Designer

Rendering

Mental Ray
Arnold

Compositing

Photoshop
After Effects
Nuke

Game Engines

Unreal Engine
Unity

Design

InDesign
Illustrator

Education

BFA, 3D Digital Design

2016 - 2020 (expected)

Rochester Institute of Technology

Accolades

RITGraph

Secretary

(Aug 2018 - May 2019)

SIGGRAPH

Student Volunteer

(SIGGRAPH 2018, 2019)

Experience

'Fluffed'

Jan 2019 - May 2019

Additional Asset Modeler

Tim Stringer and Emily Haldeman's senior thesis VR project for RIT's School Of Film and Animation. As an Additional Asset Modeler, in charge of modeling and texturing VR-ready assets for two of the project's environments.

'Lelou'

Nov 2018 - May 2019

Surfacing Artist

Amy Adams' senior thesis film for RIT's School Of Film and Animation. My assignment as a Surfacing Artist was to bake high-poly models and create handpainted textures for the film's characters, props, and environments.

CADTech

Sept 2017 - Present

Lab Assistant

Operating the equipment check-out cage, maintaining order and cleanliness around the work areas, and various other tasks

Uniklinik Balgrist

June 2017 - July 2017

Intern

Asset Modeling and Texturing for Real-Time implementation in Unity

Ubisoft Bucharest

June 2016 - July 2016

Game Design Intern

Was taught game-design fundamentals under mentorship, and did playtesting as well as various minor UI tasks on Watch Dogs 2.

references available upon request