



MATTHIEU MOUTHON

Environment Artist

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

SKILLS

Real-time environment production
Modular kit creation
Sculpting
High to low-poly workflow
Lighting
Node-based workflows
Material creation
Procedural texturing
Outsourced assets review & integration

SOFTWARE

Autodesk Maya
Zbrush
Unreal Engine
Substance Painter
Substance Designer
Marmoset Toolbag
Photoshop
SpeedTree

EDUCATION

BFA *2016-2020*
3D Digital Design
Rochester Institute of Technology

VOLUNTEERING

The Club *2020 - Present*
Moderator (3D Art community)

RITGraph *2018-2019*
Secretary

SIGGRAPH *2018, 2019*
Student Volunteer

EXPERIENCE

San Diego Studio **Environment Artist**

August 2020 - Present

Was hired as a contractor after my internship to keep working on the MLB The Show series. Duties include creating high-quality, optimized models and textures in Maya and the Substance suite. Other duties include out-sourced assets review, and pre-existing asset rebuilding and optimization.

San Diego Studio **Environment Artist Intern**

June 2020 - August 2020

Worked on the stadiums team at San Diego Studio on the MLB The Show series. Duties included creating high-quality models in Maya, as well as photo-realistic textures in Substance Painter and Designer.

Rochester Institute of Technology **Class Assistant**

2019-2020

Worked as a class assistant for a variety of classes, from entry-level (Intro to Visual Design) to high-level electives (Real-Time Design). I was tasked with answering a range of questions, helping with workflow questions, troubleshooting technical issues, and generally assisting the professor's lecture.

Ubisoft Bucharest **Game Design Intern**

June 2016 - July 2016

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

SHIPPED TITLES

MLB The Show 21 **PS4, PS5, Xbox One, Xbox Series X/S**

April 20th, 2021

Worked on MLB The Show 21 as an environment artist. I was primarily focused on the Stadium Creator feature, working on art creation and outsource integration. I created modular kits, high quality materials, and unique detailed props and landscapes. Other duties during this title include next-gen visual upgrades and environment lighting.