

Matthew Murchison

3D Artist • Environment • Hard Surface • Technical

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Profile

Award-winning artist with 7 years of game art experience. Harnesses detail-oriented design with a traditional art background to create beautiful and immersive game environments. Brings creative problem solving and teamwork skills.

Education

Sheridan College: Honours BA Game Design, Certificate in Creative Problem Solving

Clarington Central Secondary School: Specialist High Skills Major in Digital Design

Ontario St. Public School: French Immersion

Experience

Alientrap Games Inc. (April 2019 - Present)

3D Generalist on **Modbox & Gunhead**

- Created VR ready models for internal tool set
- VR level & environment design
- Full Unity SRP conversions

Wyvern Gaming (Feb- April 2021)

Cartographer/Environment Artist on the **Stargate RPG**

- Created licensed, canon environments in the Stargate IP
- Worked with designers and license holder
- Delivered HD battle maps with immersive still and video renders

Lemuria Interactive inc. (Nov 2018 - June 2020)

3D Artist

- Mobile ready models from concepts
- Rig and Animate flight-control surfaces
- Developing custom PBR workflow

Communications Research Centre (May-Aug 2018)

Unity Developer for **Cellular Visualization**

- Create projects for proprietary displays
- Integrate geolocated data into unity builds
- Optimize builds for stereo rendering

Double M Digital (May 2016 - Present)

Founder, Graphic/Web Designer

- Part of the Ontario 'Summer Company' startup program
- Worked with mentors to launch a digital design firm as a sole proprietor
- Worked with customers to build lasting business relationships

Centennial College (Mar 2021- Present)

Program Advisory Committee advisor

- Volunteer position to improve game education
- Present to students about development

Stitch Media (Jan-Mar 2020, Feb-Mar 2021)

Cinematographer/Environment Artist on **Terrorarium**

- Choreographed and shot all in game cut-scenes
- Remastered cut-scenes for re-release in 2021
- Developed new environments for cut-scenes

Open Door Games (Sept 2018 - April 2019)

Environment & Technical Artist on **Spirits**

- Develop environment layout and look
- Create shaders and effects
- Model all environment assets
- Develop and Manage experimental technology workflow

InAJar

Art Director for **SwapBox** (Mar - Oct 2018)

- Responsible for art direction and execution
- Produced photo real hero assets
- Produced realistic procedural PBR textures
- Shipped vertical slice to itch.io

Team Outcast

3D & Technical Artist for **Terraformers** (May - Aug 2017)

- Made low-poly models for mobile platform
- Baked high-poly sculpts to low-poly
- Painted PBR textures for realistic style
- Released on Google Play Store

Qualifications & Awards

3D Animation Silver Medal at OTSC (2015) • *Game Design Finalist* at Sheridan College 'Sprint Week' (2016) • *Adobe Certified Associate* on Photoshop CS6 (2015) • *Google Trusted Photographer* (2017) • *Featured 3D Artist* on Sketchfab (2017) • *Featured 3D Artist* on Blender Nation (2016) • *Featured Developer* on Unity's 'The Sauce' Newsletter (2017)

Software Expertise

Blender • Unity • Substance Painter & Designer • Maya • ZBrush • Photoshop • Shader Graph • Illustrator • Affinity Photo • Affinity Designer • SketchUp • Regard3D • MapBox • Hololens • Perforce • Source Tree • HDRP • URP • TortoiseSVN • AirConsole

Hobbies and Skills

Camping • iOS LIDAR Scanning • Scouts • Hiking • Cooking • Canoeing