

Matt Nelson

3D Artist

Portfolio: mattnelson.graphics

Email: mattwilliamnelson@gmail.com

Phone: 07857208056

Prop artist with several year's experience working in an indie game development environment and skilled in a range of industry standard tools and workflows. I am a highly driven individual who loves video games and the fantastic worlds in them.

SOFTWARE

3DS MAX | Substance Painter | Substance Designer | Unreal Engine | Marmoset
ZBrush | Photoshop | Perforce

WORK EXPERIENCE

[Spase.io](#) – 3D Artist April 2021 – Current

- Develop realistic, AR ready models for online retailers.
- Worked to deadlines and implement changes based on customer feedback.

[Skyblivion](#) – 3D Artist Jan 2020 – Current

- Volunteer Artist on the Elder Scrolls IV: Oblivion remake, Skyblivion.

[Mountain Wheel Games](#) – Prop Artist & World Builder May 2015 – Nov 2020

- Worked as a remote 3D artist on the early access game stone rage.
- Developed props & weapons along with the terrain for the open world.
- Built master materials for props and terrain.
- Worked with lead programmer to optimise performance.

EDUCATION

BSc Hons Game Design and Production - Staffordshire University 2011 – 2013