

Matthew White

Website: www.mattwhiteportfolio.com

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Nationality: British, Canadian

Summary

I'm a self taught artist with a variety of disciplines, specialising in character art for games. Keeping up with new technical developments and specifications is something that interests me greatly. I pride myself on being a highly driven artist with a desire to take on challenges. I enjoy working as a member of a team as well as taking on more leading roles for projects or tasks.

Professional Experience

Codemasters April 2016 ~ Present

Senior Character Artist

F1 2017 (PS4, XBOX One, PC) -

Was responsible for recreating a wide range of driver heads to exact likenesses from updated scan data, with a focus on high quality output within a tight turnaround time.

Created new helmet variants to replace outdated versions.

Worked closely with my lead on prototyping and documenting new workflows for other artists on the team.

Character Artist

Dirt 4 (PS4, XBOX One, PC) -

Worked closely with my lead character artist to establish a new working pipeline and quality standard for in-game crowd.

Wrote extensive documentation on updated workflows to be used by other artists.

Created a large amount of in game crowd assets as well as creating some driver/ codriver components, was also responsible for implementing crowd assets authored by other artists into game.

Gained extensive experience working with raw scan data, produced from both photogrammetry and laser scanning for both clothing and heads.

Reloaded Inc April 2015 ~ September 2015

Character Artist

All Points Bulletin (APB) (PC) -

Responsible for the creation of character components and clothing items with an extensive focus on modularity and player customization.

VEEMEE September 2011 ~ March 2015

Character artist/ Generalist

VEEMEE App (Mobile, Android) -

Worked with a proprietary pipeline for exporting and building assets for mobile platforms using Unity.

Created a wide variety of character components, ranging from unique items and clothing to branded content.

Playstation Home Content (PS3) -

Designed and created a multitude of original content and items, along with being responsible for recreating real life clothing items from reference provided by clothing companies including Billabong, Element, Diesel and Wrangler, to a high level of accuracy.

No Man's Land (NML), Playstation Home (PS3) -

Was responsible for creating all of the in game weapons and ammo, along with the various pick ups that were dropped during gameplay.

Created a variety of props to be used by environment artists to decorate the levels.

NML Total Recall, Playstation Home (PS3) -

Created a majority of the placeable covers objects, with a focus on efficiency and modularity with their use.

Was responsible for recreating a variety of props for decorating the main environment, based on photo and pre-vis reference provided by Sony Pictures.

Software Knowledge

3DsMax, Maya, Zbrush, Marvelous Designer, Photoshop, Substance Designer & Painter, Topogun, Headus UV Layout, xnormal, Quixel Ndo & Ddo, Unity, Perforce, UE4, Marmoset Toolbag 1, 2 & 3

Skills

3d modelling, sculpting, Sub-D/ Hard Surface modelling, retopologizing, UV mapping, baking, weighting/ skinning, concept design, texturing, PBR, photogrammetry, 3D scanning

References

Provided upon request.