


MATTHEW TRUPIANO

3D Artist

CONTACT

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Software



Experience

Hollowed / Project Polish Productions, LLC / 3D Character Artist

3D Side-scrolling adventure game produced by 17 students in 8 months using UE4.

- Transformed two characters from stylized concepts into game ready meshes by sculpting high poly Zbrush models, retopologized and UV'ed low poly game meshes in Maya, and created textures in Substance Painter.
- Developed modular environmental assets from model to texture utilizing the same process as is typically used for character modeling.

Grudge of the Mandalorian / University of Central Florida / 3D Modeler

Cinematic Star Wars VR experience for the HTC Vive .

- Utilized Pure Ref to gather 25 references for Boba Fett's pistol then cross-referenced the images with the corresponding Star Wars episode.
- Created 6 different versions of the gun barrel model in Maya in order to match different versions that exist within the IP.
- Appropriated most accurate gun barrel model and then proceeded to sculpt, retopologized, UV'ed, and textured.

Skills

- Fluent in ZBrush, Maya, Substance Painter and Photoshop.
- Expert in creating UV texture sets and texturing with Substance Painter to create 4k PBR's.
- Experienced in industry standard software including Unity, UE4, Perforce, and JIRA.
- Collaborated in team environment with multidisciplinary individuals on teams between the sizes of 5 - 17.
- Able to follow concept art, iterate based on feedback, and adapt to changing requirements
- Create models/sculpts of high poly and low poly models as constraints require.
- Implement art assets in engine including applying textures and creating materials.

Education

University of Central Florida

Florida Interactive Entertainment Academy

M.S. - Interactive Entertainment - 3D Art

Orlando, FL

December 2017

University of Central Florida

School of Visual Art and Design

Bachelor of Arts in Digital Media for Game Design

GPA: 3.47

Orlando, FL

December 2015