

MATT CORCORAN

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EXPERIENCE:

Cinematico, 3D Character Artist – April 2010 to Present

Model and texture both stylized and realistic video game characters and props.

Liquid Development, 3D Character Artist – May 2009 to April 2010

Model and texture both stylized and realistic video game characters and props.

Write tutorials for the artist project forum.

- Rock Band 3 – Harmonix (*Client*)
 - Model and texture stylized Clothing, Hair, Guitars, and Vehicles
- Max Payne 3 – Rockstar Vancouver (*Client*)
 - Modeled and Textured realistic characters
- Kinect Adventures – Microsoft (*Client*)
 - Modeled stylized animal and environment prop for initial designing

Pacific Digital Image, Freelance 3D Artist, CGI Department, San Francisco, CA – July 2008 to December 2008

Photo-real modeling, lighting and rendering for animation and print

- Windows Mobile Cell Phones – Mccann Worldgroup (*Client*)

XYZ Graphics, Freelance 3D Artist, CGI Department, San Francisco, CA – April 2008 to May 2008

Photo-real modeling and texturing for animation and print

- Jones Soda Company (*Client*)

San Francisco Film Society, Volunteer Coordinator Intern, San Francisco, CA – April 2, 2008 to May 11, 2008

Managed 200+ volunteers for the 51st San Francisco International Film Festival

Algorithm Animation Studios, CG Supervisor & Head of Modeling – Aug. 2005 to February 2009

Modeled & textured characters, prop, and supervised the CG pipeline for indie animated shorts

- Award winning animated short “Dr. Docatto’s Reprise!” - shown in 14+ international film festivals

InterActive Group LCC, 3D Artist, Columbus, OH – March 2006 to Aug. 2007

3D modeling, animation, lighting, and texturing for educational animation in exhibits nationwide

- Waterloo Center of the Arts (*Client*) - Crowley Ford Model T History Exhibit (*Client*)

EDUCATION:

Columbus College of Art & Design – BFA, Time-Based Media Studies, Columbus, OH - Aug. 2004 to Dec. 2006

- Summa Cum Laude
- Emphasis in 3D Modeling & Texturing
- Extensive traditional art and design foundation

Columbus State Community College – AA, Fine Art, Columbus, OH - Sept. 2001 to March 2004

QUALIFICATIONS:

- 4+ years experience in Low & High ploy Character and Hard-surface modeling
- Fluent in Maya 5-2009, 3DS Max 2010, ZBrush 3.1, Modo 302, xNormal
- Capable of modeling with Polygonal, Sub-D, and NURB surfaces
- Expert in UV mapping and creating texture maps
- Knowledge of human and animal anatomy
- Experience working under pressure and meeting deadlines
- Skillful in taking direction, working w/ a team, problem-solving, managing, organizing, and communicating

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CONTINUED LEARNING:

Academy of Art University – San Francisco, CA (Spring 2008)

- Organic Modeling – CG
- Figure Modeling - Sculpting

Creating Textures - CG Society Workshop – (April to June 2006)

- Taught by Pixar Art Director, Robin Cooper

ACHIEVEMENTS:

- Featured Artist on www.freedomofteach.com/news - Human Male Anatomy model (Aug. 2008)
- “Dr. Docatto’s Reprise!” animated short
 - Awarded “Best Animation” at the 2007 Vine Shorts Fest
 - Finalist in FameCast Season 2 and Featured Artist in Season 3
 - Honorable Mention in the 2007 Dragon*Con Independent Short Film Festival
 - Honorable Mention in the 2007 Chris Awards
 - Critically acclaimed in “eFilmCritic” (Jan. 2007)
- Featured Artist in “This Week” newspaper (Nov. 1, 2007)
- Featured Artist in “CCAD Alumni Magazine” (June 2007)
- Featured Artist in “Columbus Dispatch” newspaper (March 22, 2007)
- Recipient of the CCAD Media Studies Faculty Award Scholarship
- Awarded the CCAD Merit - Four Year Scholarship

LEADERSHIP & MEMBERSHIPS:

- Modo Bay Area User Group (2009 to present)
- CG-Society Member (2007 to Present)
- Graphics Artist Guild - Associate Member (2007 to 2008)
- ACM/SIGGRAPH Member (2005 to 2007)
- CCAD Student SIGGRAPH Chapter – Chair of Advertising (2005 to 2006)
- CCAD Student Government, Student SIGGRAPH Representative (2005)