

MATT CORCORAN

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614-353-1216

EXPERIENCE:

Liquid Development, Character Artist – May 2009 to Present

Model and Texture high and low resolution next-gen, video game characters

- Unannounced Title
- Unannounced Title
- Unannounced Title

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

- McCann and Microsoft (*Client*)
- Microsoft Mobile Phones

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

Created characters and hard-surface models, and supervised the CG pipeline for independent 3D animated shorts and freelance work

- 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 with a team of multi-media artists to provide educational animation for 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:

- 3+ years experience in Low & High poly Character and Hard-surface modeling
- Capable of modeling with Polygonal, Sub-D, and NURB surfaces
- Fluent in Maya 5-2009, 3DS Max 2009, ZBrush 3.1, Modo 202-302, UV Layout, xNormal
- Expert in UV Mapping and creating Diffuse/Normal/Specular/Occlusion maps
- Adequate in Unreal Editor 3 - Importing Meshes, Material Editor, Lighting
- Knowledge of human and animal anatomy
- Experience working under pressure and meeting deadlines
- Skillful in taking direction, working on a team, problem-solving, managing, organizing, and communicating

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WORKSHOPS:

- *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)