

# Matthew Carr

Website: [www.mattconcepts.com](http://www.mattconcepts.com)

Portfolio: <http://www.mattconcepts.com/portfolio.html>

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## Education and Training

- 2011 1<sup>st</sup> Year of DIPLOMA OF FINE ARTS  
West Wollongong Tafe, NSW
- 2006 - 2009 BACHELOR OF COMPUTER SCIENCE  
Major: Multimedia and Game Development  
University of Wollongong

## Employment History:

- 2011 3D Icon Animator Count Effectz Recording Michael Williams  
Duties include: Use a 2d samples of his icons and model them in 3d using LightWave 3D. Then animate them with correct lighting and render with correct settings.
- 2011 Character Artist Count Effectz Recording Michael Williams  
Duties Include: Doing quick concept work of characters based on a description. Do a number of finished digital artworks of characters in action poses or scenes.
- 2011 Pixel Artist Synchronise Andrew Copsey  
Duties Included: Doing a sprite sheet of a professor doing a number of animations and actions.
- 2011 Icon Artist Andrew Jones  
Duties Included: Make a number of small icons based on requirements.
- 2011 Cover Artist Andrew Cockroft  
Duties Included: Create digital images based on description and size specification of book covers.
- 2011 Sprite Artist Indy Game Developer Bryan Smith  
Duties included: Create small pixel characters and animation. Animation requires simplifying human movement on multiple angles.
- 2009 Concept Artist Riachuelo Games Antonio Marcelo  
Duties included: Design concept art for a tabletop miniatures war game based on requests of the creator. Report back progress on art and adjust to new specifications.

## Additional Projects:

2007 - Current

### Personal Game Project

Late 2007 I started making a 2d fighting game using C++ and SDL (Simple DirectMedia Layer) libraries. At this stage, I have completed most of the game itself, which includes planning, documenting and development. At this point in the project I need to work purely on the art. This is mostly sprite work and animation at this stage and will soon need to take on other design elements for backgrounds and menus.

2010 - Current

### Graphic Novel

Last year I started taking on making my own manga. This involves storyboarding, page layout planning, drawing up the panels and finally doing the toning digitally in photoshop.

2008

### All Rounder

### Pistola

### Casey Chow

As part of my University degree I was required to participate in and complete a final project. My group chose to run with the game project, as most of us on the team enjoy both creative and technical roles. My role in the group was to create concept art, do multiple view sketches of the character for the modellers and create the model textures.